

# incite™

Games for Life

April 2000 #5

www.incitegames.com

## Video Gaming

### What's New for PlayStation2

Exclusive new shots of gaming's future hits including: **Evergrace**, **Eternal Ring**, **Type-S** and more!

# WONDER BRAWL

Son of the Beach girls get it on with **Dead or Alive 2**

DREAMCAST EXCLUSIVE!



HOTTEST HINTS!

**FEAR EFFECT & CRAZY TAXI STRATEGIES INSIDE!**

ALL THE LATEST TRICKS, TIPS, AND GAME SHARK CODES!

## PERFECT DARK

Is Rare's masterpiece the last great **Nintendo 64** game?



## Playing to Win!

**Metallica** takes on Guitar Freaks on the **PlayStation!**

## PLUS!

WWF Smackdown  
Sammo Hung  
Jedi Power Battles  
Tony Hawk N64  
Syphon Filter 2  
NASCAR Rumble  
Sevendust  
Shenmue  
NHL 2K

\$1.99US \$2.99CAN



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## TAKE ON THE BEST.

Far beyond the cushy confines of asphalt, a select breed of driver is pushing the limits of man, machine and sanity. The rally racer. Equipped with his trusty co-driver and war horse of a race car, he'll have to suck it up for up to four days of murderous driving in the most inhospitable reaches of the earth. Why not join in on the fun?



Corsica - Even on this idyllic island, the ridiculously narrow, winding roads make it impossible to relax.

Colin McRae Rally™ Slap on a clean pair of skivvies and give thanks for the roll bar. You're about to face the most



## FOUR HOURS OF SCORCHING HEAT AND BLIND TURNS WEREN'T A

hair-raising form of racing since the invention of the wheel. For starters, you've got 11 world-class rally cars to run ragged. The Subaru Impreza WRC, Audi Quattro, Mitsubishi Lancer E4 and Seat Ibiza Kit Car Evo2, just to name a few. Their performance



and handling specs come straight from the manufacturers. Tire type, steering sensitivity and suspension are all yours for the customizing.



you plan on going with all that horsepower? Rally across eight different countries. From the frozen mountaintops of Monte Carlo to the winding coastal cliffs of Corsica. The dark jungles of Indonesia to the bone-jarring back roads of Greece. And



Greece - The cradle of Western civilization. Home of some really crappy gravel roads.



England - Bloody lousy driving conditions. Muddy, sloppy and devoid of traction.



Sweden - The mother lode of treacherous, icy roads. And we use the term "roads" very loosely.

Damn, it's good to be a man. So, where do

the bone-jarring back roads of Greece. And

### THINGS TO AVOID:







www.playstation.com



Colin McRae, the Flying Scotsman. World Rally Champion. Two-time British Rally Champion. Youngest champion in the history of the sport. Blatantly disregards "Road Closed" signs.



Time Trial stages. (Good luck, mate.) Each stage is tougher than the next. Got an equally masochistic buddy? Go head-to-head in the 2-player Super Special Stage Rallies.

By now, it's pretty obvious. You're gonna need all the help you can get. Luckily,



you've got Nicky Grist, Colin McRae's real-life co-driver, feeding you directions as you navigate every high-speed turn. Relax, rookie, there's also

Monaco - Mecca of high-stakes gambling. Equally dicey snow-covered, winding mountain roads.

## PROBLEM. THAT SOGGY UNDERWEAR FEELING, NOW THAT WAS A PROBLEM.

from the dusty plains of the Australian Outback to the slippery mud bogs of the U.K. But this is no vacation. Each track is riddled with blind turns and surfaces that'll have you double-clutching all the way to the finish line. Strip away almost all vis-

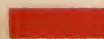


ibility and you've got the near-impossible night-driving stages. As if the horrendous driving conditions weren't enough, you'll have to

compete against Colin's best times in the



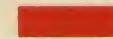
an in-depth Rally School training section taught by the master himself, Colin McRae. If common sense still hasn't taken over, you may have what it takes to be one of the few, the proud, the extremely uncomfortable.



Indonesia - The dark, wet jungles are enough to send most drivers crying back to their pit crews.



New Zealand - Take on a maze of dusty woodland trails. Reduce the kwh to roadkill.



Monte Carlo - Hard-packed ice and slippery snow are about to have their way with you.







BETRAYAL



HEARTACHE



TREACHERY



DECEIT



World Wrestling Federation®



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4-Player Action



Huge Backstage Area





# SMACK! DOWN

THEY DON'T FORGIVE.  
AND THEY DON'T FORGET.

## Lay the SmackDown!

on your enemies with your own created jabroni or as one of the WWF's top Superstars.

Make friends then break them as you roam backstage from the boiler room to the kitchen.

Call upon your allies for help and then climb over them as you kick, grapple, and People's Elbow your way to the top.

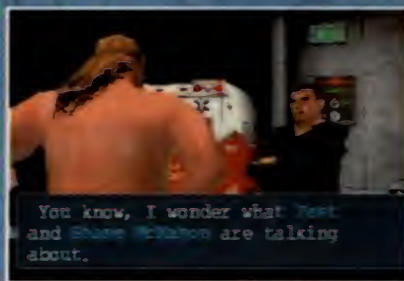
Just remember that backstage politics can work against you - don't let The Rock™ run-ins, well-placed metal chairs, and McMahon appointed guest referees get you in the end.

THQ

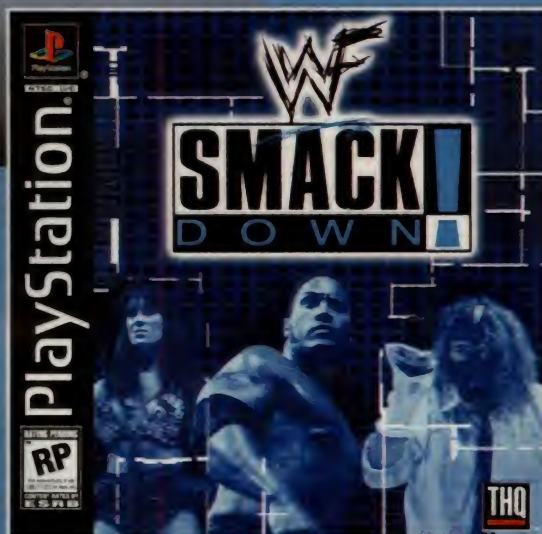
[www.thq.com/wwf](http://www.thq.com/wwf)



Special Guest Referee



Backstage Politics





# Team Talk

Comments, suggestions? Send any feedback to: [lvgamecomments@incite.com](mailto:lvgamecomments@incite.com)  
fax: 415 865 5201

"What is Play-Online you ask? The future of console gaming, that's all. The tagline that Square is using - 'Changing Gaming, Changing Communication, Changing Your Life' - says it all."

Several issues ago I had a little tirade about my dotcom obsession and the future of online console gaming. I'm still sick of all of the dotcom advertising, but since then, some interesting things have developed. This month, *incite* was in Japan attending the Square Millennium event. What was significant? PlayOnline. What is PlayOnline you ask? The future of console gaming, that's all (as reported on page 22 of the news). The tagline that Square is using for PlayOnline - "Changing Gaming, Changing Communication, Changing Your Life" - says it all.

During this event, Square also announced that *Final Fantasy XI* on PlayStation2 is being developed for online only. Similar to *Everquest*, *FFXI* will be a massive multiplayer role-playing game. But that's just the beginning. PlayOnline is a one stop internet entertainment site which will be accessible on your television through your PlayStation2. It will feature email, chat, shopping, music downloads, and entertainment news. Plus, a sports channel, which will allow current sporting event data to be integrated real time into your favorite PS2 sports games. Take this scenario: you're watching your favorite baseball team lose on television and you're frustrated. What can you do? Fire up your PS2 baseball game online, substitute yourself into the lineup, and help your team make a virtual comeback. Cool, huh?

Both Sega and Sony are currently gearing up their online efforts by aggressively partnering up with broadband access providers, leading to some very interesting online gaming possibilities. By the time this issue hits the shelf, the PlayStation2 will be hitting stores in Japan. Which means we'll be able to get our hands on a few systems and bring you an in-depth play test very soon. Every day more and more information is leaking out about PlayStation2 and the Dreamcast online capabilities and we'll be sure to keep you up to date. Meanwhile, enjoy the new issue and wait in anticipation for the next evolution in gaming.



GREG RAU EDITOR-IN-CHIEF

## Meet the Editorial Team

### David Hodgson



**Deputy EIC**  
Our man Hodgson got to hang out with Ming Tsao this month. He looked on as Ming, in her homemade Chun Li outfit, proceeded to beat up some guy. David digs the kinky stuff.

### Jon Robinson



**Senior Editor**  
Jon's been terrorizing the rest of the staff with his sick *Track & Field* button tapping techniques. All we're allowed to say is that it involves the side of his thumb nail and petroleum jelly.

### Annette Cardwell



**Senior Editor**  
When not hard at work on her *Dukes of Hazard* fan-fiction magnum opus, in which Bo decides it's finally time to settle down, Annette's learning Japanese by playing *Shenmue*.

### Brett Rector



**Strategy Editor**  
This month, Brett played *Fear Effect* until he was physically sick then did the same with *Crazy Taxi*. And we made a significant discovery: Brett likes hockey. Just a little.

### Demian Linn



**Senior Editor**  
Demian's gone all New Age on us and is now a registered Avatar/Meta-physical Toastmaster. He's available to give inspiring and thought-provoking toasts at your next major event.

### Roger Burchill



**Senior Editor**  
Roger got in touch with his inner Ebert for our *Fear Effect* review this month (p. 94). Then to our general disbelief, a copy of *Dakotana* showed up. Turns out it wasn't worth the wait.

### Paul Semel



**Entertainment Editor**  
Our L.A. operative was up to his usual tricks this month: hangin' with the *Son of the Beach* girls and making sure their bikinis fit and all. They did.

### Ed Lewis



**Editorial Assistant**  
Ed narrowly escaped with his life after our photo shoot with Sammo Hung (p. 48). Now he's rededicated himself to writing dirty limelicks in bathroom stalls.

## Editorial Department

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**Son of the Beach girls vs. DoA 2**

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We know what you're going to say, and the answer is "because we can." We've got an EXCLUSIVE first-look at *Dead or Alive 2* on the Dreamcast, and EXCLUSIVE pictures of bikinis as the girls from Howard Stern's *Son of the Beach* compare fighting techniques, outfits, and assets. All this and no David Hasselhoff.



66

When bad schoolgirls go bad-ass

**Ming Tran on Street Fighter EX2 Plus**

## Tae Kwon Doing It

66

SEE Ming Tran deliver a flying sidekick to a man's head. THRILL to Ming Tran dressed as Chun Li and Sakura. RESPECT Ming Tran's encyclopedic *SF* knowledge. LAUGH as Ming Tran harshes Guile's haircut.

**Metallica's Kirk Hammett gets freaky**

## Virtua Rock City

82

Take Konami's wacked-out rock god simulator, *Guitar Freaks*, add one bonafide rock star axe-man, and stand back. Picks fly, fingers bleed and Kirk Hammett makes the uncomfortable realization that he can't play blues.



34

Move along, nothing to see here.

## FEATURED IN THIS MONTH'S ISSUE



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Kirk Hammett shows us his best spaghetti-eating face

Photography by Royal Ghost, Sean Murphy

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**"Fun? Yes. Funny? Sure. Obscene? Hell yeah."**

**-EGM**

**"will become a long-played title in your game library"**

**-Game Informer**




**"If entertainment could be measured, GTA2 would bust the scale"**

**-Gamespy.com**



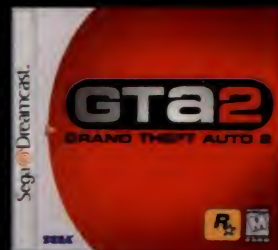
# GTA2

**Grand Theft Auto is back.**

-  Completely open & non-linear game play frees you to carve your own way to the top of the crime underworld. Go anywhere. Steal everything. Jack anyone!
-  Intelligent gang system - Earn and maintain the respect of gangs to gain the best jobs. Or, play the gangs off against each other in turf wars.
-  Fierce playability: against a backdrop of urban anarchy the game play is more absorbing & involving than ever.



**The incredibly fast-paced and fluid game play now matched by Sega's 128-bit system makes GTA2 a must-have for the Sega Dreamcast owner's game library.**



Sega Dreamcast.



[WWW.GTA2.COM](http://WWW.GTA2.COM)  
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## THIS MONTH'S SPECIALS

### Closet Gamer

#### Pauley Perrette

Actress, writer, photographer, record label owner, and *Crash Team Racing* addict Pauley Perrette takes time out to talk about her passion for forensic science, her inner superhero, and that damned Coco Bandicoot.

### Sevendust on *Crazy Taxi*

#### Head Trips

Morgan Rose and John Connolly go mano a mano in *Crazy Taxi* but spend most of their time complimenting each other. A rare cussword-free Celebrity Battle. Oh wait, there is an "ass," so we take that back.

### Yie Ar Hung Fu Lesson

#### Game of Death

Sammo Hung lays down the martial law and explains why the PlayStation is the deadliest console. But don't worry, Dreamcast and Nintendo 64 owners, Sammo's got some extra special techniques for you, too.

### PlayStation2 Preview

#### Playing For Keeps

The PlayStation2 goes on sale in Japan any day now, and if you're like us, it's freakin' you out. Our previews of *Eternal Ring*, *Evergrace*, *Tekken Tag*, and *Driving Emotion Type-S* will further test your bladder control.

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This is where we don't make a "well Hung" joke

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Pauley Perrette isn't afraid to accessorize

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John Connolly from *Sevendust* in the greenest room we've ever seen

## DEPARTMENTS AND THE OTHER STUFF

### Previews

Guess what? *Shenmue*, that's what! And Kenji Eno's tentacle-tacular horror extravaganza, *D2*. We also spend time in the sin bin with *NHL 2K* and EA's *Slapshot* homage, *Rock the Rink*, and uncover more inside info about *Perfect Dark*, *Medieval 2*, and *Jedi Power Battles*. **PLUS!** *Triple Play 2001*, *Nightmare Creatures II*, *Turok 3*, *Legend of Dragoon*, and way, way more.

### Reviews

We were just going to review *Crazy Taxi* this month – because isn't that enough? But we also checked out *Fear Effect*, *WWF Smackdown* and the new *ECW* game. And – wait for it – *Daikatana*! All this time, and it's no *GoldenEye*. *Syphon Filter 2*, though, still got it, baby! **PLUS!** *Nascar Rumble*, *Rayman 2* (DC), *Track & Field 2000* causes injury, and *Fighting Force 2* (DC) still bad.

### Strategy & Codes

Learn how to be a truly crazy *Crazy Taxi* driver, and take the fear out of *Fear Effect* with our full guide.

### Crazy Taxi Dreamcast

### Fear Effect PlayStation

**PLUS!** More tips, secrets, and GameShark codes than Leno's made Viagra jokes.

### The Aforementioned Other Stuff

#### GAME PROSE

J-Pop sensation Z-1 drink carbonated beverages, Sen. Lieberman poses with pal Barney. Key info about Natalie Raitano's top is revealed. And of course, The Nuce.

#### WWF RANT

The Rock removes his shoe and deposits it in a sensitive area of D'Lo's anatomy. A *Knockout Kings* rematch is officially on. Plus, a chance to win The Rock's autograph.

#### TECHGUIDE

Motion blur, Mr. Wizard, and then more motion blur.

#### ROD FURLONG'S BOOK CLUB

Special limited-time offer! Join now or die.



# BATTLE ZONE

## RISE OF THE BLACK DOGS

In Stores March 2000

"...something rare and different...  
a must-see for a whole slew  
of N64 fans..."

- **Game Informer**



"A backstory that sounds like  
the X-Files meets Tom Clancy"

- **Nintendo Power**



"The tension and excitement ... is  
enhanced with superior AI that will have  
the enemy breathing down your neck..."

- **GameFan.com**



"Think of it like Doom meets  
Command and Conquer"

- **N64.IGN.com**



- ★ 3 Modes of play, pure action Arcade Mode, mission-based Pilot Mode or strategic Commander Mode.
- ★ Multi-Player for up to 4 players.

- ★ Play as an American, Soviet or "Black Dog" renegade.
- ★ Over 14 different tanks and 30 unique weapons.

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*Symptoms of Fear:*

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*Perspiration*

*Dilation of Pupils*

*Trembling*

*Nausea*

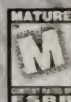
*Loss of Appetite*

*Dry Mouth*

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.







**NON-INTERRUPTED  
GAMEPLAY** for more  
debilitating action  
and power. Comes  
in handy for the  
**THREE RUTHLESS  
MERCENARIES**  
whose destinies  
you control.



**MOTION FX  
TECHNOLOGY.**  
Pre-rendered,  
fully animated  
backgrounds  
creating a  
frighteningly  
real world.



Breakthrough  
**SUSPENSE/ACTION  
ADVENTURE** game.  
Beyond your  
realm of fear.  
Beyond any  
3rd person  
game created.

# fear effect

It can recognize your fear. Can you?



# Game prose



Want a gaming matter cleared up once and for all? Need to vent some spleen? This, your letters forum, is the place to shout. Send all intelligent missives to: incite Video Gaming Magazine, 650 Townsend, Suite #305, San Francisco, CA 94103 USA. Alternatively, put finger to keyboard and type to us via email at [ivgletters@incite.com](mailto:ivgletters@incite.com).

## MORE J-POPPERY

I must say that I was quite taken by the lovely J-Pop group Z-1 in your Feb issue. There's only one thing that's been nagging me about their profiles, though: each of the four members had the WonderSwan listed as their favorite or one of their favorite consoles. What the heck is a WonderSwan? I'd also like to know of any stores, online or other, that carry their CDs. And finally, a question about *The Bouncer*. In the Game Prose section it was stated that it's the product of Dream Factory. However, there are other sources that say Squaresoft is making it, please clear this up for me.

- Umbrella Ashford, via email

*The WonderSwan is a hand-held monochrome console by Bandai that's all the rage in Japan, but of course it's not for sale here. Yet. You can order Z-1's super-mega smash hit CD You Your You from [www.musicimports.com](http://www.musicimports.com). And The Bouncer is being developed by Dream Factory, a subsidiary of Square.*



**PEPSI CHALLENGE** Our gals Z-1, sharing a special moment with their favorite corporate soft drink sponsors. Ah, to be young, famous, and thirst-quenched.

## ECW TRASH TALK

I love your magazine but was very disappointed in the Feb issue. You did an article about the soon-to-be-released ECW game, with the caption, "One of Da Baldies takes a boot to Balls Mahoney as over 14 screaming ECW fans holler for fake blood." First off, there are many more ECW fans than just 14. Was that supposed to be funny? And secondly, ECW doesn't do "fake" blood. These athletes do get hurt, and any blood in the ring is real.

- Becky Cousineau, via email

*We miscounted, it was at least 16. But we're sorry about the blood thing. We're just surprised no one was offended by the "Taking out the White Trash" headline....*

## IT'S ALL ABOUT THE NUCE

I'm an aspiring video game producer. I'm 17 going on 18 in three weeks, and I'm putting down ideas for a game that might possibly be the best game ever made. The game style is like *Syphon Filter* but actually worth the \$40. Put it this way, there is a weapon called the "Electro Nuce" [sic] that is a short nuce made of metal. It is put around one's head, then the nuce electronically contorts around the neck until the nuce is skin tight, then a red light beeps and a grappling hook shoots up to the ceiling and the victim gets pulled in the air. My

problem is I don't know where to send my ideas. I swear this game is good, I know good video games. Can you help give the greatest video game ever conceived the life it needs to come true?

- Bobby Icey, via email

*Hey industry-types, any takers?*

## TERRITORIAL WHAT NOW?

I have a couple coworkers with connections in Japan, and they're thinking of buying Dreamcasts. Since I'm the only serious gamer in our department, they asked me why the Japanese and American Dreamcasts are incompatible. My only response was, "That's how it's always been with gaming consoles. They make one in Japan first that has some slight incompatibility with the later-released American version." So the question is, why do they do that? I like the mag, keep it up and keep it older.

- Todd C. Anderson, Columbia, MD

*Heather Hawkins (Manager of Gaming PR, Sega of America) responds: Many times a game is published by different companies in different territories (usually the territories are Europe, Asia, and the Americas). The reason there is a lockout is to retain the value of the publishing rights. Like if Sega of Japan for whatever reason didn't want*





JOHN McCLANE STUNT DOUBLE #134  
- STEPPED ON PROXIMITY MINE NEAR  
ROULETTE TABLE WHILE BATTLING TERRORISTS.



JOHN McCLANE STUNT DOUBLE #56  
- ARM BROKEN NEAR SLOT MACHINES IN  
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

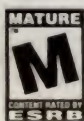


JOHN McCLANE STUNT DOUBLE #18  
- HEADWOUND FROM HIGH SPEED WRECK WHILE  
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.

THEY COULDN'T HANDLE  
BEING JOHN McCLANE.

CAN YOU?

JOHN McCLANE IS BACK. AND LAS VEGAS WILL NEVER BE THE SAME. FLEX YOUR SKILLS IN ONE OF THREE UNIQUE GAME MODES: FIRST PERSON SHOOTER, EXTREME DRIVING, AND ACTION MODE. OR MIX ALL THREE MODES INTO ONE INTENSE STORY-DRIVEN DIE HARD ADVENTURE. SO TRY TO SAVE SIN CITY— WHILE TRYING TO SAVE YOUR OWN BUTT.



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VIVA LAS VEGAS, BABY.



to publish NFL 2K, we'd have a hard time finding someone to distribute it in Japan if any Japanese gamer who wanted it had already run out and bought an import that played perfectly on his Japanese DC. Also, sometimes there are licensing issues where one company holds the rights to something in a certain territory, but not in another. Make sense?

## TAKING AIM

I just got word that the new *Resident Evil* shooter (known as *Biohazard: Gun Survivor* in Japan) will not be light gun compatible when it reaches the states. This really amuses me. All this "video games cause violence" crap has got to take a seat. Where do the political idiots come off blaming video games for causing violence? Regardless of what games people play or the type of movies they watch, people are going to do what they are going to do. If they feel compelled to go out and kill someone, then that "game with the light gun" is the furthest thing on their mind. Once we get this through to these shallow and scapegoating politicians, then we can begin to enjoy our gaming as it was meant to be...pure and hassle free. Until then, I'll import my games and put the blame of violence where it belongs - on the individual that committed the crime.

- Brett Ray Pavlov,  
Newport News, VA

## BOND DOES IT BETTER

When you say *Perfect Dark* blows apart *GoldenEye 007* ("Perfect 10," Feb issue), you instill a negative connotation to *Perfect Dark* with *GoldenEye* fans. Don't you realize that you could insult people (like me) who consider *GoldenEye* their favorite game? Subconsciously, *GoldenEye* fans will not like *Perfect Dark* even if it finds their favor

consciously when they rent it because of the negative association that their brains made with the game subconsciously when you crapped on their favorite game in your article.

- Carl Nyberg, via email

*We've played both, and we think Perfect Dark is better. If, as a result, you've developed some kind of unconscious facial tick and can't seem to get your hands clean no matter how much you wash 'em, we can't help you with that.*

## FROM THE DESK OF SEN. LIEBERMAN?

What kind of world do we live in where we can turn on a game and slaughter innocent human beings in a super hyped-up car? Where we can mutilate monsters and bad guys with massive guns? Where we can run from cops at more than 100mph? What kind of world is this? I'll tell you what kind of world we live in: a damn good one.

- JT Barry, via email



**YOU LOVE ME, I HATE YOU** Senators Dodd and Lieberman (in power tie) join Barney in asking, "Will there ever be a rainbow?" Jury's still out.

## AWW SHUCKS

Where the hell did you guys come from? All of a sudden there are two incredible gaming magazines available that blow away the competition with in-depth reviews, great coverage, intelligent writing, and a blast of humor that makes me check to see if I'm not reading *Maxim*. I'm so very impressed! As a game

reviewer myself, I applaud your approach to reviewing games; style and substance. What a concept. Maybe the "other" mags that think they can spit out four-sentence reviews after playing the game for five minutes will realize that what worked in 1989 has no place in the future of gaming journalism.

To all the people who probably told you that there was no place for two new gaming mags, I say: There is room at the top, it's at the bottom where everything is crowded. Thanks for not insulting my intelligence. You guys and gals are King!

- John Doe, cheatcc.com

## JON ON THE REAL

Hey! Finally someone hit the nail on the noggin. Jon Robinson's editorial assessment of games rehashing the same old BS (Feb issue, page 25) is on the real! I'm a true sports nut, and playing them (sports, not nuts) on my PlayStation lets me escape into a world of make-believe testosterone-filled domination of anyone who dares enter my arena of polygonal pain.

However, when playing the same type of sports games year after year after year after year gets older than the sequels to *Friday the 13th*. How about some college hockey? Or college soccer? NCAA baseball? A true track and field game would be nice, not the crap with weightlifting or swimming either. I ran track for eight years and never did I see anyone bench pressing at the start of races.

Hopefully someone will cash in on Lance Armstrong's success in cycling. Racing through the French Alps would be great! Anything. Anything other than another 12 NFL football games for 2001!

- Eddie Calvin, Athens, TX

*Europe's had rugby, Aussie rules football, and a couple of cricket simulations on the PlayStation. Thank your*

*deity of choice that you don't live over there, eh?*

## WE'RE STUPID

Great magazine. I liked your preview of *Gran Turismo 2* in the Jan issue. But you guys messed up big time on something so obvious! On the picture with the caption titled "Lube Job," you write, "A Shelby GT500...pulls away from the trailing pack of Mopars and a straggling '69 Corvette." It's not a Mustang! It's a '69 Camaro Z/28! How could you mix that up? And it's not a '69 Vette! It's a '67!

- John Graham, via email

*We got a surprising amount of mail about that one. Rest assured the guilty party has been blacklisted from the industry and is now homeless.*

## FASHION EMERGENCY

While walking through the local video store I noticed your magazine. What caught my eye was the cover. Where can I buy a mesh halter top like the one Natalie Raitano's wearing?

P.S. I bought the magazine.

- Sheila, via email

*We got an even more surprising amount of mail about that one. Mainly from a guy named Nathan. Contact Alek Adorian Couture, 7222 Melrose Avenue, Los Angeles, CA 90046, phone: (323) 937-4416, email: alek@alekadorian.com.*



Photography by Ronald Codiz

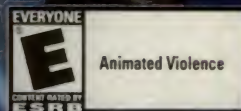
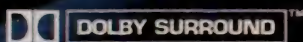
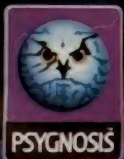


THE FIGHT FOR MANKIND HAS BEGUN...

# COLONY WARS™ III RED SUN

INTRODUCTION THE SHA'HAR, AS EVIL SUPERBEINGS AND STARRING YOU AS VALDEMAR, ULTIMATE POWER,  
THE MONSTROUS STARSHIP, RED SUN. CO-STARRING 50 SELECTABLE MISSIONS SET IN DEEP SPACE AND ON ALIEN PLANETS. WITH OVER  
30 DEADLY WEAPONS PACKED FULL OF GRAVITY-SHREDDING FIREPOWER.  
FEATURING 4 VAST NEW SOLAR SYSTEMS WHERE UP-CLOSE DOG-FIGHT ACTION MAKES  
THE DEFINITIVE SCI-FI COMBAT GAME, AVAILABLE ONLY ON PLAYSTATION® GAME CONSOLE.

[WWW.COLONYWARS.COM](http://WWW.COLONYWARS.COM)





# Criminal Justice for a New Millennium

**EIDOS**  
INTERACTIVE

For a closer look go to [eldos.com](http://eldos.com)



TM





# URBAN CHAOS™

Darkness falls over the city. Not the kind of darkness that comes with the absence of light, but rather the absence of good. And while many prepare to naively celebrate the new millennium, a small mysterious cult, known as "The Fallen", prepares to fulfill the dark promise of an evil prophecy. Yet, left standing between these "Fallen" ones is a rookie cop and a disillusioned ex-cop.

One woman...one man...  
one goal...survival.

- Play 1 of 2  
main characters -  
D'arci Stern - an agile,  
street-savvy female cop or  
Roper McIntyre - a mysterious ex-soldier.
- Multiple modes of combat. Engage in hand-to-hand fighting, heavy-weaponry face-offs, vehicle chases and building shoot-outs.
- Command a variety of vehicles. Take control of police cars, vans, motor-bikes, hang-gliders, ambulances, trains and helicopters.
- 3D volumetric fog, rain, snow, night and day simulation, wall-hugging shadows and real-time simulation of crashes enhance the atmosphere and action of the game.





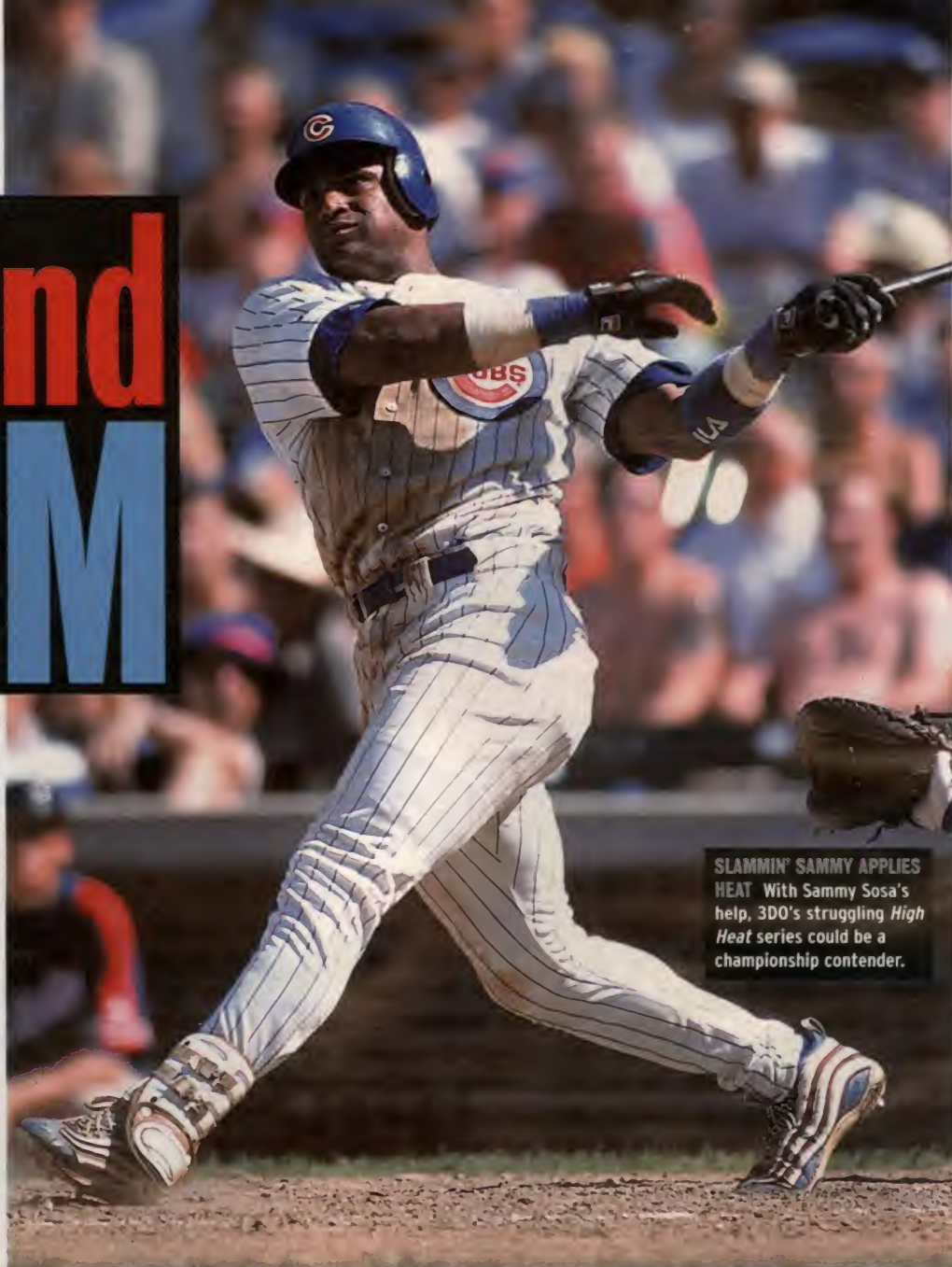
# Grand SAM

Baseball and 3DO been bery, bery good to Sammy

**T**he 3DO company has added some major pop to its lineup by way of an exclusive endorsement with Chicago Cubs outfielder Sammy Sosa. As a member of the exclusive 60 home run club, Sosa has enamored baseball fans with his hitting prowess and become a national icon in the process.

An underdog for years, *Slammin' Sammy* adds star power to *Sammy Sosa's High Heat Baseball 2001*, a pairing that may help propel the struggling series to the next level. Promised as the perfect balance between action and realism, the game sports upgraded graphics and superior artificial intelligence.

On the lighter side, Sammy also appears in *Sammy Sosa's Softball Slam*. Billed as an arcade-style game for the casual gamer, *Softball Slam* recreates the competitive but miscue-laden endeavors of weekend warriors everywhere. Sounds like we'll pick up a six-pack of Sammy Sosa suds for this one.



**SLAMMIN' SAMMY APPLIES HEAT** With Sammy Sosa's help, 3DO's struggling *High Heat* series could be a championship contender.



**SWING BATTER BATTER** New animations, face-mapping, distinct body types, and scaling mark the new look *High Heat*.



**GETTIN' SOFT** *Softball Slam* is an equal opportunity game, but we'd pick Sammy despite this impressive shot.



# Hot and Cold

Bringing out the thermometer and gauging the interest levels of the latest gaming news that shocked the World.

## Metroid for Dolphin?

One of the best Nintendo games coming to Dolphin? Said one Nintendo rep, "You will be playing another Metroid game in the future."



## Spy Hunter on PS2

Midway brings their drive-and-shoot arcade classic to yet another console, PlayStation2. Most likely, it'll be ready for the PS2 US launch.

## Dreamcast Quake III

The id Software deathmatch fragfest is set to be released on Sega's next generation console soon, but it's uncertain if Activision will publish.

## Conker's goes M-rated

Rare's goody-goody squirrel hero gets transformed into a saucy rodent with a penchant for profanity. What's to blame? Too much *South Park*.

## THQ signs Scooby Doo

Zoinks! THQ promises multiple titles around this snack-loving pup. And they would've gotten away with it sooner, if it wasn't for those pesky kids.

## No Game Boy Camera for Perfect Dark

Rare said the feature is a no go, so don't expect to use GB Camera to impose real faces on *Perfect Dark*'s characters.

212° F  
BOILING

PIPING

TEPID

32° F  
FREEZING

# MACHO, MACHO MAN

Duke Nukem is alone on a planet full of women. God help us all.

Ladies in distress, your white knight has arrived. When all the men have been wiped out by aliens and the few females who haven't been captured are desperate for a big, strong man to save them, nothing is gonna stand in Duke Nukem's way. Like the man says, he's "100 percent pure Grade-A mansteak, baby," and is always up for a challenge.

The challenge will be here in the form of *Duke Nukem: Planet of the Babes* for the PlayStation from GT Interactive. With new nasties, babes, guns, and more babes, *Planet of the Babes* promises some of the fiercest *Duke Nukem* action yet. With Duke's new X-Ray Spex, it gets even better: naked x-rayed chicks. There's nothing like a little skeleton porn to get the juices flowing. So get ready to hail to the king, baby. The big guy is back in action.





**\$100  
TO BURN**

Gotta get rid of a cool Benjamin, and need to unload it quick? Check out our picks for this month's hottest best buys.

### MARCH 2000

	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19	20	21	22	23
24	25	26	27	28	29
30	31				

#### DATES:

**March 3** Start of Filter's US Tour  
One concert ticket **\$20**

**March 15** Syphon Filter 2  
PlayStation game **\$40**

**March 21** 50 Cent  
Power of the Dollar CD **\$14**

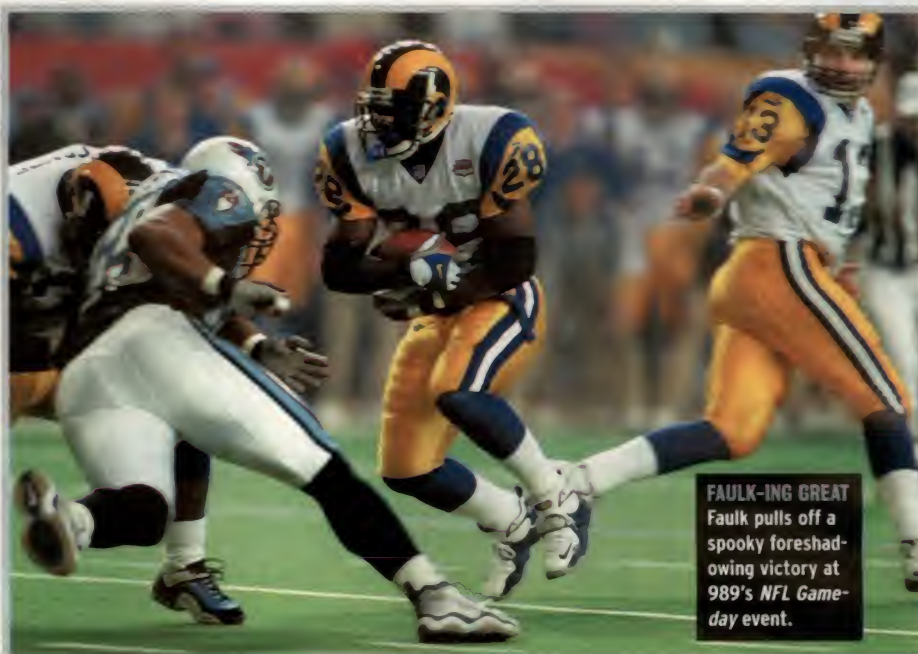
**March 22** Romeo Must Die  
A ticket to Jet Li's new film **\$8**

**March 28** The Sixth Sense  
A copy of the wide-screen DVD **\$18**

**TOTAL \$100**



**I SEE DEAD PEOPLE** No, Haley Osment isn't talking about his co-star's career.



**FAULK-ING GREAT**  
Faulk pulls off a spooky foreshadowing victory at 989's NFL GameDay event.

## Marshall's Law

989 Studio's video game battle eerily mirrors Super Bowl outcome.

**O**n Thursday, January 27, in Atlanta, 989 Sports sponsored their annual "Game Before the Game," this year pitting superstars Marshall Faulk of the St. Louis Rams against Frank Wycheck of the Tennessee Titans in a round of *NFL GameDay 2000*. The outcome of the video game showdown was memorable, but turned into the stuff of legends after the real Super Bowl ended late Sunday.

It seems that Marshall Faulk won the *GameDay* battle in overtime, throwing a

deep virtual pass to Isaac Bruce for the game-winning touchdown. Faulk later boasted at the party how that same play would be used to beat Tennessee in the real Super Bowl game. Three days later, he was proved right late in the fourth quarter. With the championship on the line, Kurt Warner bombed the ball to Bruce using Faulk's same pass pattern to give the Rams their first ever Super Bowl victory. Now, if Marshall could only help us out with next week's Lotto numbers....

## YOUR CAPTION GOES HERE

Captioned humor for today's gaming greatest hits

### CAPTIONING THE MOMENT

Take a quick look at the screenshot to the right. Notice anything, say, amusing about it? Think there's an opportunity to send in a humorous caption to win a copy of this month's game, *WWF Smackdown*? Of course there is. Winners will be notified by telephone or email, and will be printed in Issue 7.

Email your best caption to:

ivgcaption@incite.com.

Or mail it to us at:

CaptionGoesHere, Incite Video Gaming, 650 Townsend, Suite 305, San Francisco, CA 94103.



### JANUARY ISSUE 3 - WINNING ENTRY

"Is this the face of erectile dysfunction?"  
- Corey Buckner, parts unknown



### CAPTION RUNNERS UP

"I swear I can't help it. I'm always like this in the morning."  
- Adam Davis, Burbank, CA

"Look, Seishiro! I'm a coffee table."  
- Orlando Feliz, parts unknown





## Flight of the Condor

Activision signs BMX-pert for new biking game

If skateboarding can make a hot console game, why not another extreme sport, BMX biking? With the success of *Tony Hawk*, Activision recently announced they've signed up vertical ramp biking legend and nine-time world champ, Mat "Condor" Hoffman, for *Mat Hoffman's Pro BMX* on PlayStation.

Using an enhanced version of Neversoft's *Tony Hawk's Pro Skater* game engine, *Mat Hoffman's Pro BMX* will feature radical signature tricks, licensed bikes, and a team of eight pro riders. Intrepid gamers will be able to perform hundreds of moves in a variety of ramp, street, and dirt-jump environments. Plus, a two-player split-screen mode will also be available for those daredevils looking for a little in-house competition.



## The Dreamcast Strikes Back

*Star Wars: Episode I Racer* speeds onto Dreamcast

The Force seems to be with Sega as LucasArts has announced that *Star Wars: Episode I Racer* will be coming to the Dreamcast system this spring. The game, which was inspired by Anakin Skywalker's epic race in the hit motion picture, recreates the thrill of piloting futuristic jet-propelled pods at speeds

of up to 600mph while skimming a mere four feet off the ground.

The Dreamcast version will boast high-resolution graphics and cinematic pre-rendered cut-scenes. Gamers will also be able to utilize the Dreamcast's Internet connectivity to post their high scores on the Sega Dreamcast Network.



Dear John,  
I've met  
someone else  
Good-bye,  
Betty

Old flames die out, but I can always make new ones.



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# RANTING

NO HOLDS BARRED  
EDITORIAL SEETHING

## No.5 MORE GIANT ROBOTS

Nine out of ten experts agree, an alien invasion is imminent. Which begs the question only Demian Linn isn't afraid to ask: can we please have more games featuring giant robots?

What happened to the good old days when you couldn't turn your head without coming across some kind of giant robot-based imagery? Remember Johnny Sokko, Ultraman, and Voltron? All them Transformers and their less exciting cousins, the Gobots?

If the canon of Science Fiction (or as I like to call it, Science FAction) has taught us anything, it's that one day very soon we will be invaded by the alien hordes. Luckily, a couple years before said invasion, a heavily damaged alien battle-cruiser will crash-land on our planet, we'll reverse-engineer their technology, and produce an army of giant robots, which we will then use to repel the alien invading force proper.

Naturally, all young, able-bodied men and women will be called into service as giant robot pilots. Which leads me to the video game thing. What with all this talk of first-person-shooter games being "murder simulators," it's high time we got ourselves some giant robot games so we can hone our alien vanquishing skills to a razor-sharp edge.

Sure, those PC gamers have plenty of giant robot titles to choose from, but when the chips are down, do we really want to rely on a bunch of PC jockeys to save the day? What kind of movie would that make, anyway? The non-Will Smith starring, made-for-TV kind, that's what.



## License to Frag

EA plans to use id's *Quake III* engine as basis for next Bond game

According to Electronic Arts, the next Bond game, *The World Is Not Enough*, will leave gamers quake-n, not stirred. Having recently licensed id Software's *Quake III* engine, EA announced that their second 007 title will be one of the first titles to get the *QIII* treatment.

While EA has yet to reveal a platform for

*TWINE*, the PlayStation2 is a safe bet, since the PS2's power can accommodate the hardware needs of this advanced engine. Besides, EA's chairman Larry Probst declared in the company's fourth quarter statement that PlayStation2 "would be our top priority in 2000; becoming the leading third party publisher on PlayStation2."

## Final-ly Online

Square to create a bold new online world for *Final Fantasy* fans

At the recent Square Millennium event in Japan, most attendees were looking forward to an early look at the next *Final Fantasy* titles, *FF IX* and *X*. But Square surprised the crowd by introducing their very big *Final Fantasy* online plans.

Square is developing a gaming/entertainment network service called PlayOnline which will utilize PlayStation2's Internet capabilities. On top of standard game play, the system will also provide inter-player communication through e-mail and chat, tactical information, cartoons, music, sports news, and shopping.

Square has said that the company is channeling all of its corporate energy and resources into the project and hopes to launch in 2001.



**SQUARE'S FANTASY WORLD** Square revealed the opening menu for the *Final Fantasy* online service.





## Rumor OF THE MONTH

### ■ The Rumor

Instead of relying on the N64 Transfer Pak, Dolphin users may be able to slide their Game Boy right into the console, eliminating the need for another attachment.

### ■ We Say

Most likely, the Transfer Pak is here to stay. According to Nintendo's VP of Marketing George Harrison, future Nintendo products - including Dolphin - will support the Transfer Pak, even for the soon-to-come 32-bit Game Boy Advance.

# Lara Busts Out

Eidos and Ms. Croft offers two more good reasons to buy a Dreamcast

**S**ega and Eidos Interactive have officially announced that video game pin-up girl extraordinaire Lara Croft will be raiding the Dreamcast system. Set for a spring release, the Dreamcast version of *Tomb Raider: The Last Revelation* will feature enhanced graphics, which will depict Lara and her ample assets in all their high-resolution glory.

Greater draw distances, an improved lighting system, real-time shadows, and effects like volumetric fogging will result in environments of unparalleled realism. The already impressive sound system is scheduled for an upgrading as well.

But, for all those Lara devotees, there's still no word yet on whether Eidos is working on a 24-hour Lara Croft voyeurism site to take advantage of the Dreamcast's Internet capability.



Always preferred my weapon to my woman anyway.



DREAMING OF LARA  
*Tomb Raider* and Lara  
Croft go next-gen on  
the Dreamcast.

[www.incitegames.com](http://www.incitegames.com)

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# incite US TOP 25

In association with The NPD Group, here are the top 25 best-selling console games for the first two weeks of December, as well as the single-format console top ten charts.

## Gran Turismo 2

## 1 Best-selling Game

1

Sony  
PlayStation

Despite those maddening license tests, *Gran Turismo* fans are back for more. Maybe it has something to do with these impressive numbers: 590 cars, 35 manufacturers and 49 tracks; all adding up to the biggest and best driving game ever.



2

Tony Hawk's Pro Skater

Activision / PlayStation

Tony Hawk still grinds, ollies and kickflips its way back to the top of the charts.



3

Donkey Kong 64

Nintendo / Nintendo 64

The Kongs: they're cute, they love bananas, and they're the best thing going on N64.



4

Gran Turismo

Sony / PlayStation

It's the classic driver; the one by which all others are measured. Especially GT2.



5

Spyro the Dragon

Sony / PlayStation

Even with a sequel out on the shelves, Spyro still fires his way back into the Top 10.



6

Dukes of Hazzard

Southpeak / PlayStation

Bo and Luke may be this game's stars, but everyone knows Daisy's the real draw.



7

Tomorrow Never Dies

EA / PlayStation

While Bond is smooth with the ladies, it seems he's also good at wooing gamers.



8

Crash Bandicoot: Warped!

Sony / PlayStation

Warped or not, this crazy bandicoot is still jumping and spinning over the competition.



9

Medal of Honor

EA / PlayStation

It's not just about blowing away Nazis; it's about blowing them away with accuracy.



10

Super Smash Brothers

Nintendo / Nintendo 64

Cute Nintendo characters plus rock-'em-sock-'em brawling action equals big hit.



11

R Metal Gear Solid

Konami / PlayStation

Solid Snake is so sneaky that he managed to slide back onto the charts this month. Damn, he's good, and so is his game.

12

▲ 14 Namco Museum 64

Namco / Nintendo 64

Finally, Namco's old-school arcade hits aren't just for PlayStation players anymore. *Ms. Pac Man* and *Galaga* for everyone!

13

▲ 16 Frogger

Hasbro Interactive / PlayStation

Frogger's still got bounce for an old-timer. It seems the holidays are pretty good to such perennials as this 3D update of the arcade fave.

14

▼ 5 NBA Live 2000

EA Sports / PlayStation

Who cares if *NBA Live 2000* has the best basketball action on the PlayStation? All that matters is it's the only game with Jordan.

15

▲ 20 Rugrats

THQ / PlayStation

Adults don't really see their appeal, but kids sure do. These wildly-popular cartoon tykes continue to tough it out on the Top 25.

16

▲ 18 Driver

GT Interactive / PlayStation

Go undercover as a driver for the Mob, speed your way through deadly shootouts, and bust some thugs. Just another day at the office.

17

R Namco Museum, Vol. 3

Namco / PlayStation

*Ms. Pac-Man*, *Pole Position II*, *Dig Dug*, *Phozon*, and *The Tower of Draga*. Five big reasons why this PlayStation collection still sells big.

18

▼ 7 Resident Evil 3: Nemesis

Capcom / PlayStation

Capcom scares the crap out of gamers once again with the zombie adventures of Jill Valentine. Time to buy some new underwear.

19

▲ 21 Madden NFL 2000

EA Sports / PlayStation

Even if you have to listen to Madden's commentary, you don't have to look at him. Maybe that's why this football fave is so popular.

20

R Sied Storm

EA / PlayStation

Who would've thought snowmobile racing would've caught on so big outside of the redneck scene? Only EA could make it so appealing.

21

R Tetris Plus

Jaleco / PlayStation

With all the *Tetris* incarnations available, why is this ancient Jaleco title on the charts? Your guess is as good as ours.

22

▼ 9 Crash Team Racing

Sony / PlayStation

Naughty Dog slaps its favorite characters into a bunch of over-powered go-karts and arms them to the teeth with bombs. Kick ass!

23

▼ 15 Tomb Raider: Revelation

Eidos / PlayStation

Like to look at young girls? This fourth *Tomb Raider* chapter follows Lara through her early years of treasure-hunting and training bras.

24

▲ 25 Knockout Kings 2000

EA Sports / PlayStation

If you want to be the man, you've got to beat the man. In *Knockout Kings*, take your pick from powderpuffs like Frazier, Lewis, and Ali.

25

▼ 24 Spyro the Dragon 2: Ripto's Rage

Sony / PlayStation

You say you're sick of Spyro already? Well, get over it. This junior purple dragon has enough fans to sustain two games in the charts.

### CHART LEGEND

Position this month  
Position last month

12 ▼ 16

movement

N new  
R re-entry  
▲ moving up  
▼ same position  
— moving down

### WWW.NPD

The detailed chart information provided on this page is provided by The NPD Group (NPD TRSTS Interactive Entertainment Service).

## Nintendo 64 TOP 10

- 1 N Donkey Kong 64 • Nintendo
- 2 ▲ 6 Super Smash Bros. • Nintendo
- 3 ▲ 5 Namco Museum 64 • Namco
- 4 R Glover • Hasbro Interactive
- 5 ▼ 4 Toy Story 2 • Activision
- 6 R WCW/NWO Revenge • THQ
- 7 R A Bug's Life • Activision
- 8 R Super Mario 64 • Nintendo
- 9 R Legend of Zelda • Nintendo
- 10 ▼ 3 Pokémon Snap • Nintendo

Donkey Kong is the new N64 powerhouse, showing up in both of the top two games.

## Playstation TOP 10

- 1 N Gran Turismo 2 • Sony
- 2 ▲ 3 Tony Hawk's Skater • Activision
- 3 ▲ 9 Gran Turismo • Sony
- 4 ▲ 7 Spyro the Dragon • Sony
- 5 N Dukes of Hazzard • Southpeak
- 6 ▼ 1 Tomorrow Never Dies • EA
- 7 R Crash Bandicoot: Warped • Sony
- 8 N Medal of Honor • EA
- 9 R Metal Gear Solid • Konami
- 10 R Frogger • Hasbro Interactive

Gran Turismo 2 drives off with the number one spot. Tony Hawk skates close behind.

## Dreamcast TOP 10

- 1 ▲ 2 NFL 2K • Sega
- 2 ▼ 1 NBA 2K • Sega
- 3 — 3 Sonic Adventure • Sega
- 4 ▲ 8 Sega Bass Fishing • Sega
- 5 N Fighting Force 2 • Eidos
- 6 ▼ 5 Soul Calibur • Namco
- 7 N Vigilante 2: 2nd Off. • Activision
- 8 ▼ 4 Ready 2 Rumble • Midway
- 9 N Test Drive 6 • Infogrames
- 10 N Evolution • Ubi Soft

Isn't it interesting that a game called *Evolution* is on the bottom of a pile of sequels?



"This review can't do justice to the depth of gameplay." - 92%  
- *PC Gamer*

Strategy Game of the Year

- *Computer Games Strategy Plus*

- *CNet Gamecenter*

4 out of 4 stars!

- *USA Today*

PC Game of the Year

- *Alta Vista*

GOLD EDITION  
RAILROAD  
**TYCOON II**

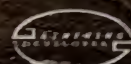
YOU'VE GOT A HEAD OF STEAM, A HEART OF COAL, A GUT OF IRON, AND MILES OF RAIL COURSING THROUGH YOUR VEINS.

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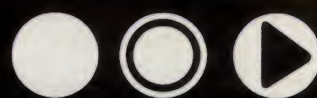
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CUTTING EDGE ENTERTAINMENT





"I actually want to be the queen of video game voices, but I also want to be a **superhero.**"



# No time to Crash

She's on *Time Of Your Life* and runs a record label. But **Pauley Perrette** tells Paul Semel that she really wants to direct...Crash over the finish line.

**Y**ou wouldn't know it to look at her, but Pauley Perrette gets more done before 5AM than you get done all day. When not starring in the show *Time Of Your Life* or doing voice-overs for TV commercials, Pauley's busy running her record label, Go Records ([www.gorecords.net](http://www.gorecords.net)), shooting pictures for the *L.A. Times* and *L.A. Weekly*, writing and performing spoken word (an album of which can be bought or downloaded at [www.mp3.com/pauley](http://www.mp3.com/pauley)), and doing half a dozen other things that, if we listed them all, would just make you feel like, well, a lazy bastard.

But as busy as she is, Pauley still makes time for the truly important things in life: video games. She's been spending the hours you waste sleeping on the tracks of *Crash Team Racing*.

"I sometimes have to force myself to do things that I don't have to do," she says, when asked when she finds the time for games. "Also, to just put focus on something other than my crazy life, video games are perfect for me."

**What was the game that got you hooked?** *Frogger*. And I think there's a reason behind that, and it's the same reason that I'm into *Crash Team Racing* right now. I'm horrified of cars, and I hate driving. I bought my car three years ago, brand new, and it has only three thousand miles on it. So *Frogger* was like the video version of my biggest fear, trying to run between all those cars. I use *Frogger* as an analogy for life all the time. "Oh, everything was coming at me from every direction, I felt like *Frogger*." But now I've got *CTR*, and I cannot stop playing it, it's just so fun.

**Do you think you're also drawn to *CTR* because of what seems to be an obsession with leopard skin?** Because you have leopard skin pajamas, blankets, leopard skin pillows, leopard skin candles....

## GAMER CREDENTIALS

**Where you've seen her:** *The Drew Carey Show*, *Jesse*, *Time Of Your Life*



**Where you've heard her:** On commercials for Volkswagen, Royal Caribbean Cruise Lines, and Starbucks

**Where you'll see her next:** *Stillwater* with Philip Seymour Hoffman, Fairuz Balk, and Jason Lee; and *Coyote Ugly* with John Goodman and Maria Bello

**Cartoon character that most resembles her:** Aeon Flux

**Most hated video game character:** Coco Bandicoot

**Favorite superhero:** "Oh, I just love them all."

You haven't seen the sheets, the comforter, and the shoes!

**So when you play *Crash Team Racing*, do you play as the little leopard?**

No, I don't play just one guy. But there's one girl that you race against, Coco Bandicoot, she has a really annoying voice, and she reminds me of, ugh!, girls I can't stand, cheerleaders and stuff. And that's my goal, to beat her.

**Do you ever play realistic racing games?**

Yeah, if I'm in an arcade, that's what I go to, the driving games.

**So you still play arcade games, then?**

I love arcade machines. The sound of the quarter going in, having a pocket full of quarters - that's just cool. There's a burger joint up on Santa Monica Boulevard, and they have a *Ms. Pac Man* machine in the back, and I sneak up there and play sometimes. I love *Ms. Pac Man*. Never liked *Pac Man*, though. Not for any reason, I just think *Ms. Pac Man* is way fun.

**You have a wrist tattoo of three triangles.**

**Is that because the triangle is your favorite button on a PlayStation controller?**

[laughs] God I wish I could say yes. No, the triangle is the most fascinating geometric shape to me. Also, it's one up, one down, one up, and that's kind of how life goes.

**One of your interests is crime....**

Yes. I studied criminology, sociology, and psychology in college, and then I started my masters in criminology at Georgia State University. I'm obsessed with forensic science.

**So have you played any video games where there's crime involved?**

Yes, my sister just gave me this one for the computer where you're supposed to follow police protocol and find serial killers. And I was so excited, but I can't get it to play, I'm going crazy.

**Speaking of computer games, you did the voice on the *Blade Runner* game.**

I did, I'm Lucy, the cool little girl. That was fascinating. I do voice-overs for a lot of commercials, but

this was completely different. I actually want to be the queen of video game voices, but I also want to be a superhero. See, I have insomnia, and I think the reason I can't go to sleep is that if I do, who's going to save everyone? Somewhere in my brain, I honestly think it's my job.

**If it was and there was a video game made about it, what would be like?**

Oh, that's so exciting! She'd look exactly like me, since I think I look like a superhero, and she doesn't sleep at night, her whole life is spent seeking retribution for crime victims. But only violent crime. Oh, and I don't like people who are rude to each other, so that would be part of her superhero thing. And my gang? All drag queens. Beautiful, crime-fighting drag queens.

**And lastly, on the first episode of *Time Of Your Life*, you flashed your boobs at a pizza delivery guy because you didn't have any money. Have you ever flashed a guy to get a free video game?**

Hell no. I don't think I've flashed anybody. But then, the show is owned by Sony, and after I flashed that guy, Sony gave me a PlayStation. So hey, maybe I did flash my boobs for a PlayStation [laughs].



**FELINE GROOVY** The cat's out of the bag, as Miss Perrette pauses her *Crashing*.

Photography by Rajal Ghosh



Mummies. The Undead. Ancient Curses.  
What's a nice girl to do?

# TOMB RAIDER<sup>®</sup> THE LAST REVELATION

Meet Lara Croft.

Beauty, brains and brawn  
of Tomb Raider: The Last Revelation.

Out to save the world from  
a deadly curse, you can bet  
it won't be with her good looks.



Sega Dreamcast.



A full-page advertisement for the video game Tomb Raider: The Last Revelation. The central figure is Lara Croft, shown from the waist up, holding a handgun in her right hand and a knife in her left. She is wearing her signature black tank top, shorts, and a utility belt. Her hair is in its characteristic braid. The background is a dark, atmospheric scene with a large, textured rock formation and a small, glowing light source in the distance. The overall color palette is dark with some highlights. In the top right corner, there is text about the game's release on the Sega Dreamcast. In the bottom left corner, there is a logo for 'CORE' and some small text. In the bottom right corner, the 'EIDOS INTERACTIVE' logo is prominently displayed, along with the website 'tombrider.com'.

[tombraider.com](http://tombraider.com)

[illegible]



# The Rock Says...

The Great One heard through The People's Grapevine that a 268 pound piece of pimp monkey crap called D'Lo Brown's taking credit for a video game war he never won. The Rock's here to set the record straight.

## The Rock

Age: 27

## Graduated from:

University of Miami

## Favorite Sport:

Football

## Pastime:

Bass Fishing

## Finishing Move:

Rock Bottom / People's Elbow

**Quote:** It doesn't matter what your name is!



## Titantron

The Rock digs how his video plays during *Smackdown's* ring intros.



## Photo Op

Someone snaps a picture as the Great One begins his Elbow routine.

## THE REAL DEAL

**Hungry?** Check out the WWF's new restaurant, **WWF New York**, located at 1501 Broadway, NY. For more information on **The Rock** and **D'Lo Brown**, check out the following **web sites**: [www.wwf.com](http://www.wwf.com), [www.therock.com](http://www.therock.com), [www.dlobrown.com](http://www.dlobrown.com).

The other night, The Rock was sitting at a restaurant with his man, Grand Master Sexay (The Rock always enjoys a chicken dinner, easy on the butter), when the dancin' fool from Too Cool said something that greatly disturbed The Great One.

## Can't Break The Rock

It seems that Sexay was in the locker room minutes after the WWF Video Game Championships and saw D'Lo Brown waggling his head and strutting around like he's the Tenth Wonder of the World. He was telling everyone how he knocked out The Rock in *Knockout Kings*, but The Rock's here to tell you, don't believe everything you hear, or read. The Rock should not, would not, and definitely could not lose a match against D'Lo Brown. In wrestling, in boxing, in video game wrestling or boxing. The Rock's said it before, but D'Lo obviously wasn't listening, so here it is again...it doesn't matter what your game is! The Rock was simply trying to stomp your foot for stepping all over The People's Boots when the machine kicked off. So here it is: The Rock officially lays down the challenge for a rematch. This time let's play *WWF Smackdown*. You bring your Lo Down and your Sky High and The Rock will lay the smack down on your roody pooh candy ass until the hoes come home. Get it? Got it? Good. Now, let's talk games before The People's Champ suffers a People's Migraine from thinking any more about that champion of chumps, Brown. D'Lo, your day's coming...The Rock guaran-damn-tees it!

## The People's Game

Finally, a PlayStation game that drips electricity. *WWF Smackdown*



is the most fun that The Rock's had playing games in months. *Smackdown* even features the best representation of The People's Elbow that The Rock's ever seen, complete with The Brahma Bull slowly sliding the elbow pad off and tossing it into the crowd as they chant his name...well, actually the crowd doesn't chant, but The Rock expects his millions and millions of fans to chant at home every time they perform the most electrifying move in sports entertainment. The Rock says...buy the damn game.

## Question of the Month

**Q.** Rock, how did it feel when you first saw yourself in a video game?  
*Luke Stockwell, via e-mail*

**A.** All gimmicks and theatrics aside, Luke, I thought it was pretty damn cool. I've been playing video games my whole life, and to actually see my character and play as myself in a game, it's not just electrifying, it's unbelievable, and it's something I'll always be proud of.

Send questions for WWF question of the month to: [wwf@incite.com](mailto:wwf@incite.com)



## World Wrestling Federation<sup>®</sup>

Come watch The Rock, D'Lo Brown, and some of the most amazing athletes anywhere strut their stuff at an arena near you. Here's a list of upcoming events for the month of March:

Date	Location	Tickets
3/3	Toronto	416-870-8000
3/4	Ottawa	613-755-1111
3/5	Montreal	514-790-1245
3/6	Springfield, MA	413-787-6600
3/7	Boston, MA	617-931-2000
3/11	Rochester, NY	716-232-1900
3/12	Albany, NY	518-476-1000
3/13	E. Rutherford, NJ	201-507-8900
3/14	Uniondale, NY	516-888-9000
3/18	Univ. N. Iowa	319-273-3663
3/19	Moline, IL	319-326-1111
3/20	Chicago, IL	312-559-1212
3/21	Milwaukee, WI	414-276-4545
3/22	Champaign, IL	217-351-2626
3/27	Houston, TX	713-629-3700
3/28	San Antonio, TX	210-224-9600

## Win an autographed picture of The Rock:

Be the first person to mail in a picture of yourself winning the Heavyweight Championship in *Knockout Kings 2000* playing as a created fighter named Rock.

## Send pictures to:

Rock Autograph  
650 Townsend St. Ste 305  
San Francisco, CA 94103

## Winner of the D'Lo Brown autograph from the February contest:

Vincent C. Lamb of Newport News, VA.

## NEXT MONTH

D'Lo Brown returns to answer The Rock's challenge.

# If you smellelelelelelell...what The Rock...is cooking!!!!!!!



"Death is ultimately an act of grace  
and love from the Lord.  
A blessing is it not?"

# KOUELKA

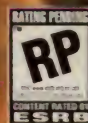
Coming Soon!



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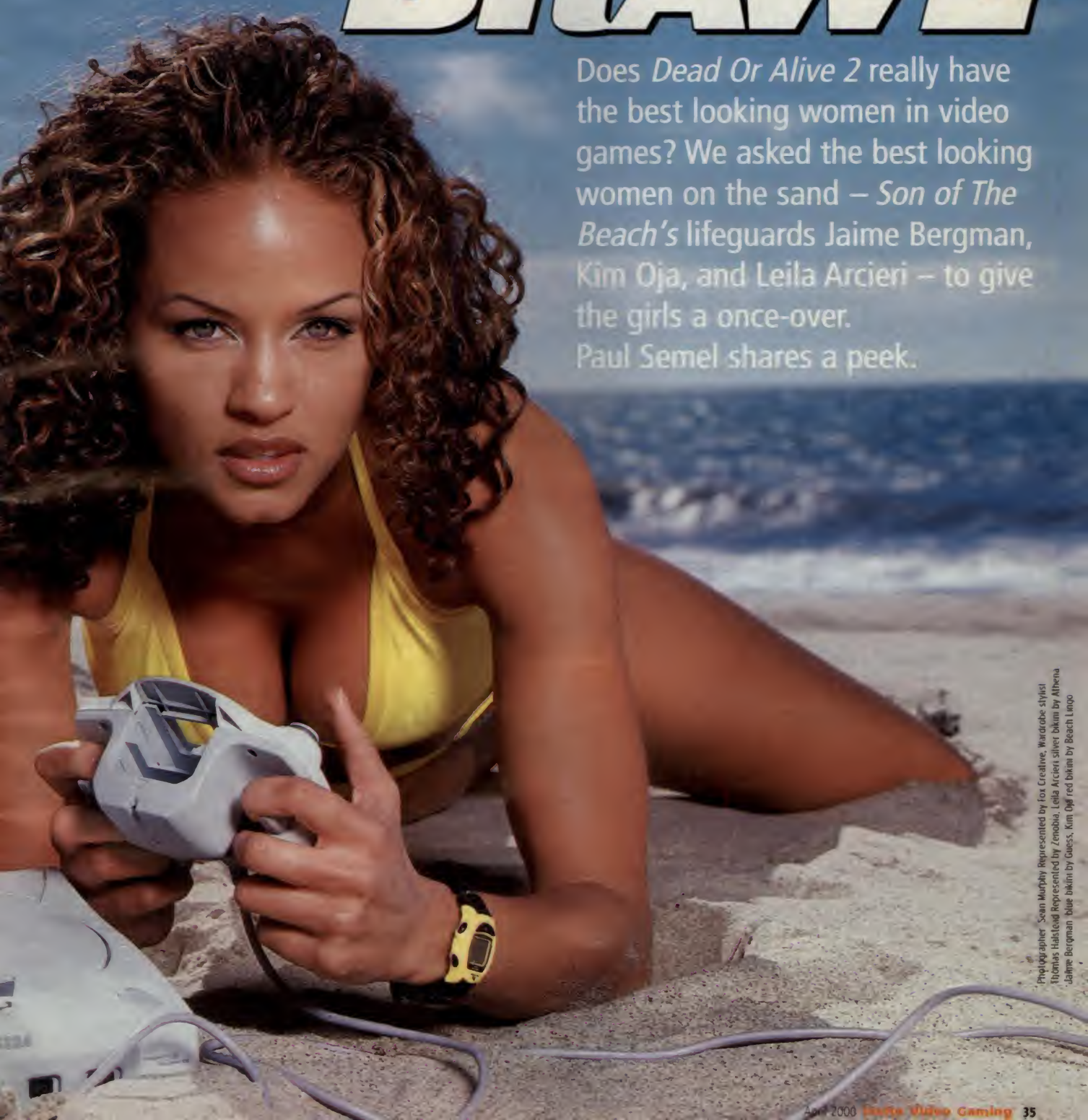






# WONDER BRAWL

Does *Dead Or Alive 2* really have the best looking women in video games? We asked the best looking women on the sand – *Son of The Beach*'s lifeguards Jaime Bergman, Kim Oja, and Leila Arcieri – to give the girls a once-over. Paul Semel shares a peek.



Photographer: Sean Murphy. Represented by Fox Creative, Wardrobe stylist: Thomas Hultsford. Represented by Zenobia. Leila Arcieri silver bikini by Athena. Jaime Bergman: blue bikini by Guess. Kim Oja red bikini by Beach Lingo.



# JAMIE BERGMAN

**Name:** Jaime Bergman

**Character's name:** B.J. Cummings

**Where you've seen her before:** The January 1999 issue of *Playboy*; the TV shows *Beverly Hills 90210* and *Love Boat: The Next Wave*; the films *Armageddon* and *Any Given Sunday*

**Where you'll see her next:** The movie *Gone In 60 Seconds* with Nicolas Cage; the TV show *Brutally Normal*

**Favorite video game:** *Tekken 3*

**Ever been in a fight?** "I haven't really been in many, not since I got into one with my brother when I was a kid."

**If you told her she had a beautiful body, would she slap you and call you a sexist pig, or would she take it as a compliment?**

"I would take it as a compliment, I really would."

**Why you'd want to marry her:** "Because I'm affectionate, I'm understanding, and I'm loyal."

**Why she'd never marry you:** Because you have bad breath.





**On the list of male fantasies, it comes in somewhere between going to a party at the Playboy mansion and getting a riding mower for your birthday. Then again, if you ever got to spend a couple hours playing video games with three beautiful women, you'd probably forget all about your lawn.**

But when we recently got to live out that fantasy, it wasn't about fulfilling a dream we've had since we noticed girls didn't have cooties anymore, it was a serious study. The new Dreamcast fighting game *Dead Or Alive 2* claims to have the best looking women of any video game, and the best breasts too, and that's not something we at *incite* just take on faith.

Instead, we consulted three of the most beautiful

women we know, the lovely lifeguards of *Son Of The Beach*: Leila Arcieri, Jaime Bergman, and Kim Oja, and asked them to play the game in the name of scientific research. But it wasn't just their beauty that made these three sexy stars perfect for this kind of research; Jaime's a big fan of *Tekken 3*, Leila's been known to kick some ass, and Kim, well, Kim has great breasts.

**Let's start with the most important thing: the *Dead Or Alive 2* women's boobs are fake, aren't they?**

Jaime: Yeah, they're fake. You can see where the implant was inserted into the chest, it's just not natural.

Leila: They're too round.

Kim: No, mine are just like that, and I have no silicone implants. I'm gonna vote for real.

Leila: No way, they're too perky. No one's boobs are naturally up in their chin.

Kim: Have you seen my boobs lately?

Leila: Besides Kim's. Kim has nice breasts.

**Do you think these girls could actually move the way they do, or would they just fall over a lot?**

Leila: I think it would give them a definite advantage, as

*Continued on page 38*



**DANCE FEVER** When combat fails, resort to break dancing moves.



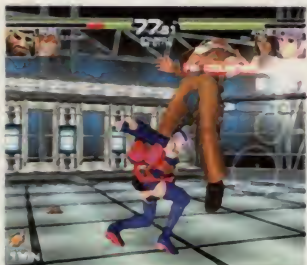
**KICK OFF** All's fair in love and war, but leave it to a girl to kick a guy while he's down. She probably nailed him in the family jewels as well.



**WISHBONE** Don't know what's going on here, but we'd pay to watch.

**DEFINITE DISTRACTION. IT'S ALMOST LIKE YOU'RE NOT FIGHTING FAIR. IF YOU'RE FIGHTING A MAN, AND YOU GO, "HEY, LOOK AT THIS," THEY MIGHT LOSE THEIR MIND FOR A SECOND.**





**GIFT WRAPPED** Lethal weapons come in small packages, like Ayane.



**LEAVE IT TO BEAVER** A Bruce Lee-inspired character is mandatory in fighters.

*Continued from page 37*

far as momentum goes. You get all that weight going in one direction...

Kim: ...there's no way you're stopping. And they hold up the strapless gowns nicely.

**What advantages are there to having lots of cleavage in a fight?**

Leila: Definite distraction. It's almost like you're not fighting fair. If you're fighting a man, and you go, "Hey, look at this," they might lose their mind for a second.

Jaime: And if you're fighting a woman, it's can be more of an, "In your face, bitch," kind of thing.

Leila: Right. "Oh my God, look at her cleavage. What kind of bra are you wearing?" Smack!

**Are there any disadvantages?**

Jaime: Yeah, they get in the way.

Leila: You can't really do a technically proper uppercut when your large breasts are in the way.

Kim: Y'know, I have no problem doing an uppercut with my large breasts.

Jaime: You are the lucky one, Kim.

**Speaking of that, did you think that the breasts in this game moved realistically?**

Jaime: Very.

Leila: Watching myself so often, running down the beach on the show, seeing the movement of the breasts – mine, Jaime's, Kim's...

Jaime: ...especially Kim's...

Leila: ...the ones in the game do come close to live action.

**So would you get mad at your boyfriends if you came home and found them playing this game?**

All together: No....

**What if he only played as the**

## ROLE REVERSAL

The reversal system is one of the best combat features in *Dead or Alive 2*. Other fighting games like *Virtua Fighter* have utilized this feature, but it is often reserved for a few particular characters. The *DOA2* system requires you to counter an opponent's move with a perfectly timed button press. The result? A fist, which was initially aimed at your head, is suddenly deflected, you grab the offending arm and in one smooth motion turn the attack into a lethal throw of your enemy. The downside of this system is that it can be mastered relatively easily. Novices can even resort to mindless button mashing and have the reversal performed on a good number of occasions. Still, there's nothing like a battle in which the final blow is about to strike you, and in the blink of an eye, you turn that attack into a stinging defeat for your opponent.



**RETURN TO SENDER** Don't just stand there and take what your opponent is dishing; a perfectly timed button press allows you to return the favor.





**Name:** Leila Arcieri

**Character's name:** Jamaica St. Croix

**Where you've seen her before:** Music videos for Q-Tip ("Vivrant Thing") and Puff Daddy ("Satisfy You"); commercials for AT&T, 1-800-COLLECT, Outback Steakhouse

**Where you'll see her next:** The movie *The Stoop* with Ice Cube

**Favorite video games:** Fighting and boxing games

**Ever been in a fight?** "The only time I ever got in a fight was when a guy grabbed the top half of my body, my 'gifts from God,' and I punched him in the face."

**If you told her she had a beautiful body, would she slap you and call you a sexist pig, or would she take it as a compliment?** "It would really depend on how they said it. If they said, 'Wow, you're in great shape,' I'd say, 'Thank you.' But if they ogled me up and down while they said it, I might have to kick them."

**Why you'd want to marry her:** Because, as she says, "I'm very amusing."

**Why she'd never marry you:** Because you've got a hairy back.

#### women characters?

Leila: No, the chick characters kick ass.

Jaime: I don't think I would be that psycho to think anything other than that he's just playing the game.

**Would you ever be caught dead in any of their outfits?**

Leila: No.

Jaime: I would, I think they're cool.

Kim: I liked Lei-Fang's outfit for sure, the long dress with the slits all the way up to Timbuktu. But I wouldn't wear the white, cotton panties. I'd wear red to match the dress.

Jaime: See, I would.

Kim: You'd wear white?

Jaime: Yeah, I'm a white cotton panty kind of girl.

Kim: No, I would go for red silk.

Leila: Wow Kim, we're learning all kinds of things about you today.

**Speaking of white cotton panties, a lot of the girls in the game were wearing them. But don't you think something like a thong would give them more mobility?**

Leila: No, not necessarily.

Jaime: The thing about wearing a thong is that it's like wearing a really low shirt that you think you might fall out of, you're always tugging at it to pull it up.

*Continued on page 40*



**FASHION EMERGENCY** All characters have at least two costumes, but the shopping-crazed females have three outfits a piece. Cash, check, or charge?





**BEAUTY AND THE BEAST** Brute power versus speed – this time power wins.

*Continued from page 39*

Leila: Boxers would be better.

Jaime: Yeah, boxers would definitely be better.

Kim [*seductively*]: No underwear would be better.

**Bachelorette number two, if you had to be in a tag-team fight, which of the girls in the game would you pick and why?**

Leila: I like the girl with the red hair, Kasumi, she's dope. She's very quick, and I liked her cool somersault kick.

**Bachelorette number one, same question.**

Jaime: My favorite girl is the one with the purple hair, Ayane. She's very quick, and she's spunky.

**Fighting games are all about combos. Do you think these girls can walk and chew gum at the same time?**

Jaime: Absolutely.

Kim: I get the feeling they're really intelligent.

Jaime: Look at their coordination; that takes a brain.

Leila: Incredible coordination. And the strategy to put the combinations together....

Jaime: And getting kicked in the face, getting K.O.ed, and then getting right back up and kicking ass – that takes a smart girl.

Kim: Yes. Or a really thick skull.

**Bachelorette number two, which character do you think resembles**

**bachelorette number one?**

Kim: Oh, I know, I know.

Leila: Tina Armstrong. She's arm strong and leg strong.

Kim: Yeah, Tina, that's her.

Jaime: Which one?

**She's the wrestling biker chick.**

Jaime: Oh that's me [*laughs*]. Thanks guys.

**Okay, let's be serious for a moment. Ignoring the ridiculously fake boobs, what did you really think of the game?**

Leila: I had fun.

Jaime: I think it was definitely addicting and challenging, but the characters could've been more responsive and faster.

Kim: I thought it was hideously violent with no redeeming social value, but the girls were babes....

Leila: ...and kicked butt. I like games where girls kick ass.

Jaime: I was glad to see that the girls were tough.

**Was there anything about the game you didn't like? Besides the sexism.**

Jaime: This just seemed a little slow. I'd push my button, but nothing would happen for a couple seconds. When I push my button, I need action!

Leila: When I say, "Jump," my character needs to jump!

**Did the girls do any moves that really impressed you?**

Jaime: My favorite was the one where they straddled the guy's face. I need to remember that one. Next time someone's picking on me....

Leila: "I'm going put your face in my crotch, buddy."

Kim: "Take that."

Jaime: "I'm gonna sit on your..." – never mind.

*Continued on page 42*

## STEPPIN' OUT

The environments in *Dead or Alive 2* aren't merely eye candy, they actually feature a couple of innovative ideas. The first and perhaps most impressive feature is the multi-level platform design. A battle can initially begin on what looks like a single stage, but during the process of a fight one of the combatants can be thrown over a ledge or even propelled through a window. Instead of being the end of a match, the fighters fall down to a lower platform and continue their fisticuffs. Our favorite? Slamming someone through the stained glass window of a cathedral. The second feature is that the proximity of walls and columns changes the very moves of the fighters. What would normally be a straightforward body slam is transformed into a driving head collision should a wall be in the vicinity. These two features combine to give *DOA2* unique battle environments that offer endless possibilities.



**I SEE ENGLAND...** Powerful combos will have you flying across the ring.



**I SEE FRANCE...** A well timed special move will propel you into orbit.



**HAVE A NICE TRIP** No more ring outs! Get knocked off a platform in *Dead or Alive 2* and you'll find yourself continuing the battle below.



# KIM OJA

**Name:** Kim Oja

**Character's name:** Kimberlee Clark

**Where you've seen her before:** The TV shows *Seinfeld* and *Frasier*; the movie *The Switch*

**Favorite video games:** "If I go to an arcade, it's definitely the driving games that I go for."

**Ever been in a fight?** "I have never been in a fight. I outwit people, I don't need to use my amazing strength [laughs]."

**If you told her she had a beautiful body, would she slap you and call you a sexist pig, or would she take it as a compliment?** "I would love you if you said that. Will you say it?"

**You have a beautiful body.**  
"Thank you."

**Why you'd want to marry her:**  
"Because I'm a fantastic cook, I give a hell of a massage, and I will wear my bra and panties whenever you want."

**Why she'd never marry you:**  
Because you look in the mirror when you work out, and you never pay her any attention, you bastard!







**GETTING KICKED IN THE FACE, GETTING K.O.E.D, AND THEN GETTING RIGHT BACK UP AND KICKING ASS – THAT TAKES A SMART GIRL.**

*Continued from page 40*

**What was the funniest thing about this game? Because you seem to be laughing a lot.**

Leila: That crotch thing was hilarious.

Kim: I thought it was funny that when the girl wins she does her whole stretching thing [stretches forward]. That's funny.

Leila: Why are you looking at her breasts right now?

**Well, she is sticking them out....**

Kim: It's because we were talking about them.

Jaime: No, it's not. It's because they're perfect.



**BUST A MOVE** The bountiful females in the game are well animated.

**Catch *Son of the Beach* weekly on FX, or visit [www.fxnetworks.com](http://www.fxnetworks.com)**



**HERE, CATCH!** Toss your opponent to your partner during tag exchanges. Don't let up the attack on your enemy and he won't be able to switch out.



## TWICE THE FIGHT

While everyone eagerly awaits the release of *Tekken Tag Tournament* for the PlayStation2, *Dead or Alive 2* already offers some scintillating two-on-two action. In Tag Team mode, a match begins normally enough as two fighters face off, but at any time a player is able to signal for his partner to replace him in the field of combat. This adds the additional strategic element of forcing you to be cognizant of each character's health meter in order to spread any incurred beating between your two fighters. But even better, a perfectly timed tag-in allows you to continue a combo initiated by your first player. Additionally, should your first fighter be in the throes of a hold move, it is even possible for both of your fighters to team up on a single opponent and inflict some serious damage. At times, the switching in and out of characters becomes a blur as all these disparate elements come together at lightning speeds. Without a doubt, this is the most innovative feature in the game.



**CUTTING IN?** Tag in to save your partner from too much damage.



**CUTTING UP!** Or let your partner continue the combo you started.

# Dead or Alive 2

The fighting game that gives you more bounce for the ounce.

### FACT FILE

■ DEVELOPER Tecmo ■ PUBLISHER Tecmo ■ GENRE Fighting and cleavage ■ PLAYERS 1-4 ■ RATING T

### GAME GLANCE

- 13 Levels
- 7 Game modes
- 12 Fighters
- 1 Boss
- 4 Player tag team
- Tons of hidden stuff

With a flurry of fists and devastating kicks, you're on the verge of decimating your foe. Suddenly, at the last moment, he tags his partner, and now you're on the receiving end of some serious pain.

**D**ead or Alive 2 is the best looking game on Dreamcast. *Soul Calibur* can perhaps match the game in terms of character graphics, but *DOA2* outshines its rival when it comes to background environments. Take for example, marble tiles that actually accurately reflect the ambient lighting. It is a testament to programming and processing power that mesmerizing sights like this are commonplace in the game.

But a great looking game is only part of the equation. The good news is that the gameplay is smooth, intuitive, and blindingly



**HOLD ME** The punishing throws are some of the most violent and satisfying moves.



**BREASTS AND SIGHS** Why settle for sweaty men when there's a nasty cat fight about?

quick. Compared to *Virtua Fighter* or *Street Fighter*, *DOA2* employs a simplistic control system, but it works seamlessly, and the ability to reverse enemy attacks is a nice touch. The Tag Team mode is perhaps the most innovative and entertaining feature of the game and truly comes alive with four players at the controls.

With its seemingly endless array of game modes and its plethora of hidden items, *Dead or Alive 2* gives you everything you could want in a fighting game. This is a game that stands on equal terms with the elite of the genre. Sure, it may not be as intricate as some games, but when a company goes that extra mile to determine the physics of bouncing breasts, you know you've got a winner!

- Roger Burchill



## The Verdict

### HOW THEY COMPARE

#### ■ SOUL CALIBUR

Sword duels to make you drool. Still the best fighting game on the Dreamcast.

#### ■ DEAD OR ALIVE 2

The flashy newcomer has everything you could ask for and gives *Soul Calibur* its only serious competition.

#### ■ VIRTUA FIGHTER TB

A masterpiece in its time, but that time was about three years ago.

#### ■ POWER STONE

Part combat, part scavenger hunt. Capcom fields an innovative 3D fighter.

#### ■ MORTAL KOMBAT GOLD

The high point of the series was *MKII*; it's been all downhill since.

### GRAPHICS

■ Oh my freakin' God, this game is gorgeous! The new standard for Dreamcast and all games in general.



### SOUND

■ Sound effects are typical fighting game fare. The canned rock soundtrack is neither remarkable nor grating.



### CONTROL

■ Simplistic, but eminently functional. Reversal system is distinctive and fun, but a tad easy to employ.



## Dead or Alive 2

**PROS:** Astounding graphics; fast, fun, and furious fighting action; Tag Team mode; bouncing breaststeases.

**CONS:** Simplistic controls; cryptic story mode; characters float/slide when moving; um...nothing else.

### OVERALL

A real knock out, Tecmo's franchise establishes itself in the top tier of fighting games.

**5**  
OUT OF 5





# "The Critics have Spoken on the Action / Adventure Game of the Year!"



"A technical achievement...Soul Reaver  
delivers an epic piece of  
vampiric literature...93%"  
— IGN.com

"Soul Reaver is a deep game  
possessed with a myriad of  
impressive little touches...9/10"  
— VideoGames.com

"3D exploration and adventure  
at its finest...Game of the Month."  
— Expert Gamer Magazine

"Soul Reaver's environment's are jaw dropping."  
— Gaming-Age.com

"98%"  
— PS Extreme Magazine

† As Raziel, stalk Nosgoth feeding  
on the souls of your enemies

† Engage your creator, Kain,  
in an epic struggle for dominance

† Dark gothic story

† No load times

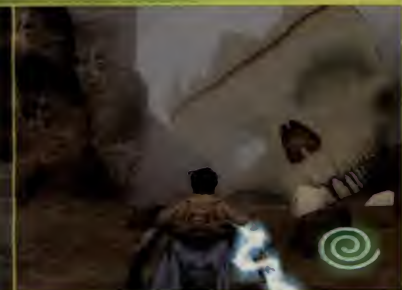


Sega Dreamcast™



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Dreamcast!

# LEGACY of KAIN™ SOUL REAVER



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# HEADTRIPS



Proving they can drive as well as they rock, the guys in **Sevendust** take jobs as cabbies in **Crazy Taxi**. Paul Semel goes for the ride.

**F**rom the way they glare at each other, you'd think Morgan Rose and John Connolly of the band Sevendust are mortal enemies who've sworn upon the graves of their relatives to not sleep until the other one is banished to the fiery depths of Hell. And then they start laughing. Trying to get these two characters to act like they're angry at each other, or even in competition as a whacked out *Crazy Taxi* driver, is like trying to get an overweight, bearded man who works for a video game magazine to wear a dress to the Oscars — it ain't gonna happen (especially since they never nominate me).

Which is not to say Morgan and John can't be competitive, just that it happens more with other people. "We played the guys in *Dope* a couple times in *NFL2K*," John recalls, "and Simon Dope took a beating like a good boy." But when they play against each other — as we had them do recently while they were on tour with Metallica and Kid Rock — the two actually utter fewer discouraging words than you'd hear when you're home, home on the range. In these rounds of *Crazy Taxi*, for example, the two instead often helped each other out, pointing out where the other could pick up their next fare.



**MORGAN ROSE**

**Instrument:** Drums

**Favorite video game:**

*Bottom Of The 9th*

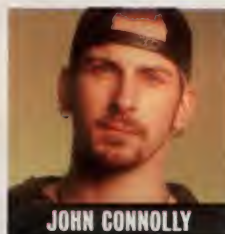
**Favorite driving game:**

*Ridge Racer*

**Longest cab ride:** "From

Jersey to New York City in the middle of rush hour traffic. We always stay in New Jersey when we're playing New York and have to get cabbied in."

**Craziest taxi drive:** "Whenever I take a cab in New York City. Anytime you get in a cab in New York you're risking your life."



**JOHN CONNOLLY**

**Instrument:** Guitar

**Favorite video game:**

*King's Field 2*

**Favorite driving game:**

*Ridge Racer Type 4* or *Need For Speed 2*

**Longest cab ride:** "An hour.

We were playing a show in Fayetteville, North Carolina, but I had to fly into Charleston, South Carolina and take a cab. Occasionally, when we're on the road, we have to do that."

**Craziest taxi drive:** "There was one where this guy would not let me put my bags in the trunk. I had a bunch of bags, but he put everything in the front and back seats and would not let me near the trunk."



**ROUND ONE****SHIFT: 3 MINUTES****DRIVER: AXEL**

Chowing down on burgers and fried calamari, Morgan halts his dinner momentarily and gets behind the wheel first, picking up a series of short but quick fares. But as they both quickly realize, the longer the ride, the bigger the fare. "That's the key to the next game," John notes, "get bigger fares." This round also reveals that while John has no respect for humanity (hence his willingness to drive through crowds and parks, spilling neatly packed boxes everywhere), Morgan has a similar disrespect for things (hence his willingness to crash into cars and knock over buses).

**MONEY MADE:****JOHN: \$1,965.02****MORGAN: \$1,638.43****Word from the winner:**

"He played a good game. He got his ass kicked, but he played a good game."

**ROUND TWO****SHIFT: 5 MINUTES****DRIVER: Gena**

Announcing that, "School is now in session," John takes the streets first and, following his early time vs. fare observations, skips past a number of short runs in favor of longer drives. Not only did this result in him making more money in five minutes than some people make in a year, but it also gave him a chance to see the city, including such historical landmarks as Tower Records, Pizza Hut, and the Levis store. As for Morgan, his attempts to undermine John's game by "cutting the cheese" almost worked, as he only lost this round by mere seconds when he ran out of time during a \$256.87 fare.

**MONEY MADE:****JOHN: \$2,624.74****MORGAN: \$2,489.48****Word from the winner:**

"That was too close for comfort, way too close for comfort. [to Morgan] I thought you had that, dude."

**ROUND THREE****SHIFT: 10 MINUTES****DRIVER: B.D. JOE**

As in the last round, Morgan again zips past quick and easy rides in favor of some longer ones. This would prove to be his undoing, though, as two consecutive customers jump out of his cab, shaking a polygonal fist, when Morgan fails to get them to their destinations on time. Even so, John also opts for those cross-town trips, but manages to complete them without angering his customers. Still, Morgan proves to be the more entertaining player to watch, especially when he responds to customers who'd say, "You have to pick me up," by saying, "Well, you have to get in my cab!"

**MONEY MADE:****JOHN: \$4,163.88****MORGAN: \$5,280.49****Word from the winner:**

"He played good, he played a good game. I can't really talk too much s— about him."

**final thoughts**

**Morgan:** "I love this game. This would be the cause of some serious sleep deprivation, for sure. But there were a few things about it that were weird. I don't like the way the game starts the same all the time. It's kind of repetitive."

**John:** "This is entertaining as hell. It's a game we could take on the bus and everybody would end up playing it. Except you pick up the same fares all the time. But the game does seem like it gets deeper, and there were a lot of fares we didn't pick up."

**SEVENDUST**

See a video of John and Morgan's Crazy Taxi battle at:  
[www.incite.com](http://www.incite.com)

For tour information and mp3's samples from Sevendust's latest album, *Home*, check out their website: [www.sevendust.com](http://www.sevendust.com)



# Game of



Meet **Sammo Hung**, the most dangerous man on television. Star of CBS's ***Martial Law***, he'll beat up a bad guy with whatever happens to be lying around. Tennis racquets, stray baguettes, telephones — or in this case, a Dreamcast, PlayStation, and Nintendo 64. Ed "Grasshopper" Lewis begs for mercy, while Demian Linn records the Sifu's teachings.



**P**ut Sammo Hung in a room with \$500 worth of pure video gaming entertainment and what does he do? Sit down to a rousing match of *Soul Calibur*? No. He grabs a pair of Dual Shocks and starts swinging them over his head like a maniac, then proceeds to put on a self-defense clinic that would turn your ordinary couch-bound *Tekken* fiend into a real-life ball of martial arts fury. More on that later.

Sammo, known as Big Brother Big to his friends ("So many Big Brothers. Not very much Big Brother Big. So they call me Big Brother Big. Maybe it should be Big Brother Big Big!" he says, pointing to his waistline) spent his early years at the Peking Opera School, not necessarily the first place you'd pick as a hotbed of martial artistry. Except it was — Yuen Biao, veteran of over 40 Hong Kong action films, was a fellow student, and one of Sammo's favorite sparring partners was a kid going by the name of Jackie Chan.

After leaving opera school, Sammo began to make a name for himself as an actor and fight choreographer, appearing in the opening scene of Bruce Lee's classic *Enter the Dragon* and choreographing



#### SAMMO HUNG PROFILE

**Name:** Sammo Hung, Sammo Hung Kam-Bo, Chin-pao Hong, Jinbao Hong, Kam-po Hung, Yuanlong Zhu

**Years as a martial artist:** 39

**Years as a Play-Station golf aficionado:** 3

**Five favorite Sammo films:** *Eastern Condors*, *Prodigal Son*, *Heart of the Dragon*, *Dragons Forever*, *Once Upon a Time in China and America*

**What would have happened if you'd had video games at the Peking Opera School?**

"I could have been crippled. The Sifu (teacher) would beat us up so bad for playing games!"

**What would a Sammo Hung video game be like?**

"Very good action! I've not really played many games, but you've got to have some humor in there. Funny, you know, and they'd have to move real, so it looks really real. It couldn't be just a game, there'd have to be some character there. A good story."

parts of Lee's last film, *Game of Death*. He went on to produce, direct, or act in well over 140 films, including 1978's Lee homage, *Enter the Fat Dragon*, as well as a number of Jackie Chan and Jet Li movies. Now he's TV's most unlikely action hero, a 5' 7" 220lb cherubic-badass cop who doesn't carry a gun or speak a whole heck of a lot of English.

"Fine," you may be thinking, "the big guy's done well for himself. But where does that leave me?"

In luck, is where. As a service to our readers, Sammo has agreed to teach a self-defense course for the casual gamer. Because, hey, if someone breaks into your crib, who needs the hassle of getting up and going all the way to the kitchen to get a big, scary looking cleaver? Why not just take a page out of Sammo's book and clobber them with your game controller? You might not even have to hit pause.

"You must learn some martial arts," says Sammo. "Then you know how to use whatever you have there, can, cup, whatever, you know how to use. Because you train the martial arts, you know. People who don't know the martial arts, they'll pick up and just throw, you know?"

And you don't want to be one of those guys who just picks up and throws.

*Continued on page 50*

Photography by Rajat Ghosh



## A lesson in hand-to-hand video game **COMBAT** by Sammo Hung

A swift forearm strike to the solar plexus will leave your attacker winded and wide open to a devastating Dreamcast uppercut to the chin.

Continued from page 49

**1** Watch *Drunken Master* and you'll see Jackie Chan training with a big ceramic wine jug. The payoff is this move, but Sammo increases the lethality quotient by using a Dreamcast to "complete the circle." A swift forearm strike to the solar plexus will leave your attacker winded and wide open to a devastating Dreamcast uppercut to the chin. Depending on your skill level, add a linking combo and finish with an air juggle.



**3** PlayStation memory cards may not make the most devastating weapons, but with a little practice you'd be surprised. Sammo was chucking 'em 30 feet across the room, causing people to dive for cover. And it's the perfect set-up for a more focused attack; as Sammo puts it, "I use something to throw somebody and just let him confuse for one second or two second, and then I would do another martial arts thing and beat him up, you know?"



**2** Here, Sammo reminds us that surprise is perhaps the deadliest weapon in the gamer's arsenal. Fake a head-strike with your Dreamcast, but stop just short of making contact – you don't want to risk damaging the machine, after all. Your attacker, braced for impact, will be momentarily disoriented. Then hit the open button and the lid will smack your assailant smartly on the nose. This will hurt his pride more than anything and clearly establish your dominance of the mental game.






**4** There was no doubt in our expert's mind, the PlayStation is the deadliest of all the consoles. Take it away, Sammo: "It's heavy, you really have the power, and you really hit them. And the one thing is that it's close. You use your hand, the power, all kung fu, your hand, into the weapon. Into the machine. You hit the enemy, everything is at that point. BAMM! AIIIEE! You can use so many different parts. The flat, the corner, here, here, here; it's dangerous! And now [everyone] will know that." [laughs]



**5** Brandish a pair of Nintendo controllers menacingly, maybe add a little growling and some gnashing of teeth, and you can bet anyone who's feeling lucky will suddenly start feeling a lot less lucky. The N64 control pads are perfect for tiger-style kung fu; those pointy bits will concentrate your attack and make it that much more devastating. Please, stay away from the eye area, though. A wise man once said, it's always fun until somebody loses an eye.

**6** We'd like to start this off by noting that Sammo is a trained martial arts professional, and you should not try this at home. That said, the Nintendo controller makes an ideal lariat/grappling hook kind of affair. Rather than going straight for the neck, use it to immobilize an assailant's leg, or press all four into action and string 'em up like a puppet. Alternatively, with a little luck and lot of practice, you might be able to work out some kind of Tarzan/Spiderman thing where you swing from branch to branch using your controllers. Something to think about. 



A wise man once said, it's always fun until somebody **loses an eye.**



# PLAYING FOR KEEPS

As the thunderous sound of Japanese gamers rushing to procure the PlayStation2 subsides into the Far Eastern ether, David Hodgson offers a tantalizing glimpse into some of the games behind Sony's next hardware invasion.

## eternal ring

■ GENRE Role Playing Adventure ■ DEVELOPER From Software ■ PLAYERS 1

Let's get one thing clear, this isn't *King's Field*. There won't be trudging down dimly lit catacombs at a snail's pace, and there won't be slow overhead swinging of a rusty sword as you lumber to the side of a glowing Venus Fly Trap with legs. Well, let's hope not, anyway. That would suck. Just how will *Eternal Ring* be different? Speed of play, colossal environments, fantastic beasts to talk to and cull...and jewelry collecting.

Yes, *Eternal Ring's* name stems from your main task. Secondary to vanquishing stone golems or fighting hand-to-claw combat with harpies is the collection of rings – dozens of them, in all colors and shapes. Bring them to an altar and some crazy shaman guy imbues magical powers to them, so mixing and matching can produce weird and wonderful spell effects. Which can then be employed in your combat with giant salamanders.







## armored core 2

Remodel your mech with shoulder-mounted grenade launchers, color it in whatever garish hue you desire, and then launch it around giant urban environments. We're hoping for tiny pedestrians to crush.

# evergrace

■ GENRE Action Adventure ■ DEVELOPER From Software ■ PLAYERS 1

**G**etting tired of collecting rings? Then run around Grecian columns and attack giant moths instead. This project started its life on the PlayStation, which may explain why it looks spectacular, rather than utterly mind-bogglingly insanely spectacular. *Evergrace's* action is strictly a third-person affair, with your *Final Fantasy* throwback character actually seeing his enemies without being ambushed by invisible monsters.

Also worth getting excited about are the various spells effects (such as whirling maelstroms and floors raging with blue fire effects) and those monsters. Enter gloomy cavern complexes that glow with eerie fluorescent moss. Hack apart troglodytes and jump caverns in the *Soul Reaver* style. Then it's back to face a purple demon. With massive playing fields, this will be a damn entertaining hack-n-slash adventure.







## ridge racer v

Sparks fly (literally) from your invented, yet suspiciously similar driving machine as you powerslide around familiar and all-new courses. That is, if you can concentrate on the racing and not the luscious visuals.

# tekken tag tournament

■ GENRE Fighting ■ DEVELOPER Namco ■ PLAYERS 1-2

**F**ire up your PlayStation, pop in *Tekken 3*, and play it again. Now restart it and watch the flashy introduction. Now imagine playing the game with the intro's visuals. It doesn't take a genius to work out that the resulting retinal feast could be too much for those still thinking the graphics in *Wu Tang* were revolutionary. Add a teammate you can swap with (and who can even finish a juggle combo off for you) and you're onto a real winner.

Check the grass on the tropical island stage. Each blade is individually modeled and moves independently. Each hit explosion generates shards of sparkling "Chi" energy. In fact, the only potentially unrealistic shortcoming lies with the way the background and the stage interacts, as the previously 2D backgrounds still look flat with weird perspectives that don't merge with the arena ground. Apart from that, this is *the* fighting game.








## bouncer

Imagine if *Fighting Force*'s programmers had actual vision and the talent necessary to pull off a walkalong dramatic beat-'em-up with amazing visuals. *Bouncer* would be the game, and Square's developing it. No office equipment to kill, then.

# driving emotion type-s

■ GENRE Driving ■ DEVELOPER Squaresoft/Escape ■ PLAYERS 1-2

**S**quaresoft's first PS2 outing isn't the walkalong beat-'em-up called *Bouncer*, but the strangely titled *Driving Emotion Type-S*. Although lacking the pristine sparkle for *Gran Turismo 2000*, there's a whole load of extra layers of realism piled into the title. Stuff like flecks of grit spitting up from under your tires, heat haze in the distance, and even real-time shadows and reflections on the Japanese-made cars.

And unlike, say, PlayStation *Ridge Racer*, you won't see warping and pixelly gravel from your in-car view. You want gloved hands wrestling a leather steering wheel with the camera bouncing around when you corner? Then you've come to the right game. Of course, tachometer, fuel tank gauges, and all other dials work just as they're supposed to. But we're not sure if switching the air conditioning to "full" affects the performance. 



## CAR SELECT

### LANCER GSR EVOLUTION V

#### Type 4WD Class 1

Height: 1410mm Width: 1720mm  
Length: 4500mm Weight: 1500kg  
Max Power: 200hp 1800rpm  
Max Torque: 24.0kg m 1800rpm  
Power to Weight Ratio: 13.33hp/kg



ARCADE

Select Pa

Maker/C

Car

Course

OK

Cancel

Color

Option





## DC QUICK LOOK

### Roadsters

■ Racing ■ Titus ■ April

**1** Whoa, I didn't expect to see *Test Drive 7* so soon! No, different series. You race real-name convertibles around almost-familiar courses with strange car physics. No, hold on, that was *Test Drive 6*. The real difference? This is a Nintendo 64 game conversion, not a PlayStation one.

**2** There must be something different though, right? You can pick from a host of "cool" characters and listen to them chatter inanely. The speech can be tactfully described as "vivacious."

**3** Let me guess. There's a snow track? Oh yes. But what shocked us was the inclusion of the autumnal track. We've not seen this type of course ingenuity since *4 Wheel Thunder*.



**ROADSTER RAGE** Pick the convertible with the highest horsepower and win.

## PS QUICK LOOK

### Legend of Dragoon

■ RPG ■ Sony ■ June

**1** This game looks a lot like *Final Fantasy*... Good eyes, Murphy. The four-disk *Dragoon* is Sony's answer to the *Final Fantasy* series, so expect many similarities. Like static backdrops, and an epic quest of some description.

**2** Wow! Four disks! Why so many? Much like Square's RPG series, *Dragoon* has loads of cinematics, and these take up a chunk of disc space. But there are unique features too.

**3** Like what? The main feature is *Dragoon*'s all-new battle system that requires you to have quick button hitting reflexes. You have to work your body for experience.



**BOSS HOG** Here's a look at *Dragoon*'s first boss. Note the *FF VII* graphic style.

# Manitoba Dreamin'

Hockey hits the Dreamcast harder than a hip check from a Hanson brother.

■ SYSTEM Dreamcast ■ PUBLISHER Sega ■ DEVELOPER Black Box ■ THEME Men on skates with big sticks ■ PLAYERS 1-4 ■ AVAILABLE Now

## INSIGHT

**Q.** What's *NHL 2K* got that *NHL 2000* hasn't?

**A.** Amazing graphics and... well, amazing graphics. Plus you get to choose between nine different glove types, eight sticks, and four different skates, for the fashion conscious gamers out there.

**Q.** Who's responsible?

**A.** Black Box, a company formed by a group of ex-Radical employees (makers of the *PowerPlay* series).

**Q.** Black Box? There must be a flight sim/crash and burn joke in there somewhere....

**A.** Nope, we checked. No funny ones, at least.

In the post-*NFL* and *NBA 2K* era, football and basketball games will never be the same. But can the mighty Sega Sports keep the streak alive and score a hat trick with *NHL 2K*?

The puck dropped in the NHL season months ago, and the playoffs are right around the corner — seems like kind of a funny time to release a hockey game. But seeing as how *NHL 2K* is going to be the most realistic version of the *Fastest Game on Earth* to grace a console, at least graphically, we're not complaining. Not one bit.

Developed by Black Box, *NHL 2K* includes a number of features that, until now, were exclusive to PC hockey games. Each player's face is accurately rendered, and facial expressions change to celebrate goals or scowl at the ref after a penalty call; skates leave grooves on the ice surface and kick up snow in tight turns. With any luck, Patrick Roy's patented growling, barking, and facial tics will be in there too, and if you score 12 goals on him in one game, he'll demand a trade.

Unfortunately, hockey games require a pretty remote camera angle to be playable, so the visuals aren't likely to be quite as striking as *NFL 2K*'s. Fire up a replay or switch to the tighter "ice cam," though, and the range of player animations and detail is amazing.

If Black Box can make the game play as good as it looks, hockey fans will be in for a religious experience. The version we played was



**PAT ON PAT ACTION** Verbeek rifles a slap shot to Roy; Yzerman's on the doorstep.

only 60 percent finished and had some major problems with icing, line changes, offsides, and penalty calls, but the pacing was good and players were usually where they were supposed to be, on defense as well as offense. Computer-controlled players will lie down to block slapshots (we even saw Darius Zubrus catch a puck in the face with no ill effects), and a defender will move to cut off the pass on a two-on-one.

Controls are relatively simple, with the standard pass/shoot/speed burst lineup, but icon-passing won't be an option, and there's no deke or spin moves. That's not much of a problem, though, because you can execute some pretty complex stick-handling magic with a little deft work on the control stick. If Black Box can pull everything together in time for release, *NHL 2K* could prove to be the first console hockey game to really recreate what it's like to be an NHL star — gap-toothed grins and all.

- Damian Linn

## THE REAL DEAL

Interested in some ice time? Amateur hockey leagues exist for players of all ages, call the **USA Hockey National Office** at (719) 576-8724 to find a team in your area, or visit: [usahockey.com](http://usahockey.com).



**CHECK, PLEASE** Pittsburgh's Werenka takes a tumble courtesy of Renberg.



**GOALIE CAM** The Dominator gets into position for Modano's wrist shot.



# GAME BOY BOY MEETS GIRL!

Lara Croft that is. Beauty, brains and brawn of the action-packed adventure hit Tomb Raider.

Now all yours on the Game Boy Color.

Don't leave home without her.

# TOMB RAIDER



Larger cartridge allows  
for huge levels and cool  
in-game cut scenes

Over 2,000 frames of  
amazing animation  
bring Lara to life

Dynamite and shoot  
your way through  
treacherous environments

Swim through swamps, scale  
temple walls, climb  
vines and more



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# Yo-da Man!

LucasArts teaches gamers a few light saber tricks of the trade in *Jedi Power Battles*

■ SYSTEM PlayStation ■ PUBLISHER LucasArts ■ DEVELOPER LucasArts ■ THEME Jedi action/fighting game ■ PLAYERS 1-2 ■ AVAILABLE April

## INSIGHT

**Q. First things first, any Jar-Jar?**

**A.** So far, no, although there is a disturbingly similar Gungan warrior. Whether this duckbilled critter is friend or foe remains to be seen.

**Q. Will I be on foot the entire time?**

**A.** Lucas promises cool vehicles, but they must be commandeered. In one level, take over a battle droid STAP bike and a Trade Federation tank to advance.

**Q. Will The Force be with me?**

**A.** What do you think? This is a *Star Wars* game, after all. On top of giving you special powers, the Force also helps your Jedi perform a power jump.

In Council chambers, the Jedi may seem like peaceful, serene folk, but in battle, they are – in the immortal words of Samuel L. Jackson – some mushroom cloud laying motherf-ers, motherf-er. In LucasArts' next title, *Jedi Power Battles*, they'll show you how bad they can be.

While the game looks a lot like last year's *Phantom Menace* adventure game, *Jedi Power Battles* is supposedly built around the old-fashioned side-scrolling *Double Dragon*-style fighting games. The object is not to explore and interact in a storyline, but to simply slash and sword-fight your way through a variety of the movie's enemy-filled landscapes.



**LOW BLOW** In this boss level, Obi-Wan uses some fancy saber-work on this giant droid.



**SAND TO SAND COMBAT** Qui-Gon gives this Tuskan Raider a taste of his light saber.

According to Lucas, they were careful to pick Jedi that fans would most like to play as in a fighting game. While Qui-Gon Jinn and Obi-Wan Kenobi were obvious picks for their central role in the film, Adi Gallia has the sultry female angle, and the threatening Plo Koon is giving off the tough-ass *Predator* vibe. As for Mace Windu, is an explanation really necessary?

On top of having each their own special light saber color, each Jedi also has specific strengths, weaknesses, and special Force powers. While Obi-Wan may be an inexperienced rookie, he's considerably swifter than the older Qui-Gon, but the old-timer is so much stronger with the Force that he uses it to



**DROID INJURY** These Federation battle droids are no match for Obi-Wan's skills.

heal himself when low on health. These differences come in handy when balancing out two-player cooperative mode.

Since the focus of this game is fighting, the real draw has to be the villains, and Lucas added some new baddies to the already intimidating array of droids and creatures from the film, including a new turret droid and a nasty swamp worm on Naboo. Of course, the final boss will be the menacing Darth Maul, who battles you to the death amongst the rotating laser walls and harrowing platforms of the Core.

So polish up your light sabers and prepare to put a little Mace in the Federation's face.

– Annette Cardwell

Photograph courtesy of Lucas Films



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## DC QUICK LOOK

### Fur Fighters

■ Cutesy shooter ■ Acclaim ■ April

1 Hey, aren't these guys some kind of rock band? Actually, that would be the *Foo Fighters*. *Fur Fighters* is an adorable yet surprisingly violent action game starring six loveable stuffed animal characters packing some serious *Quake*-style heat.

2 Why are these furballs so fired up?

The evil General Viggo – who, in a reversal of James Bond's Blofeld, is a giant white cat with a mini monocled man as a pet – has captured the families of each Fur Fighter.

3 Massive weapons and cuddly animals?

Yes, and a four-player multiplayer mode. You and up to three of your pals can let the fur fly.



**FLUFF'S FLYING** Roofus the Dog takes down some of Viggo's big bad bears.

## NG4 QUICK LOOK

### Gauntlet Legends

■ Action ■ Midway ■ Late March

1 I loved the old school *Gauntlet* in the arcades, is this the same thing?

All the keys, potions, and monster generators are still in here. Only now it's in 3D and the levels are much more complex. Even Old Man Death still walks around to suck on your soul.

2 So what's the point this time?

The point is that you invite three friends over and beat the living crap out of the bad guys til the dawn's early light. The world is huge and you'll need some help to explore it all.

3 Sounds good, but is there a woman I can play as? There's an Amazon who shoots arrows and we hear she needs food and loving badly.



**OUT OF LUCK** A yellow wizard stumbles into the hobgoblin family reunion.

# Good Wood

Babe Ruth and Jackie Robinson join EA's field of dreams.

■ SYSTEM PlayStation ■ PUBLISHER EA Sports ■ DEVELOPER EA Sports ■ THEME Baseball ■ PLAYERS 1-8 ■ AVAILABLE March

## INSIGHT

**Q. How many legends are in *Triple Play*?**

**A.** 20 in all, including exclusive rights to the 500 home run club, along with Hall of Famers like Cy Young and Ty Cobb.

**Q. How do you unlock them?**

**A.** To play as the legends in regular games, you need to accomplish certain things during play. For example: bat .400 to unlock Ted Williams or hit a home run as a pitcher to play as Babe Ruth.

**Q. Are there any other secrets in the game?**

**A.** *Triple Play* also boasts hidden stadiums like a castle and a construction site along with codes for big heads and tiny players.

Throughout the years, baseball video games have traditionally been geared toward the hardcore hardball fanatic, with more emphasis based on stats than entertainment. With *Triple Play 2001*, however, EA Sports hopes to feed both appetites and deliver a game that will appeal to both the diamond-head as well as the casual fans of America's favorite pastime.

From the game's first pitch, you'll notice major improvements over all previous titles in *Triple Play's* top-selling series. Graphically, players finally show some emotion, celebrating exciting plays with pumped fists and getting in the ump's face after blown calls. *Triple Play* also features over 200 photo-realistic faces to display in detail how Mark McGwire grins after a 500 ft. home run or Barry Bonds pouts after a strikeout. Other highlights include catchers getting plowed at the plate, outfielders climbing the walls, and a new defensive mode that utilizes camera angles from the fielder's point-of-view. This option actually puts you in the cleats of defenders as fly balls and grounders scream your direction, and it's up to you to make the catch. Believe us, you'll never complain again when Jose Awful-



**SAY IT AIN'T SOSA** Sammy swings for the bulls eye beyond the wall for extra points.



**HOME SWEET HOME** Greg Maddux can't watch as Ricky Ledee slides home.

man...er, Offerman dribbles the ball off his mitt after you witness just how difficult playing defense at the Major League level can be.

Other additions to *Triple Play's* lineup include a points system that enables you to improve players by purchasing power-ups to enhance your athlete's arm strength and bat control. *Triple Play* will also be the first baseball game that gives competitors something to accomplish beyond winning the World Series, as after completing the Fall Classic, your team will be challenged in a World Showdown by teams like Puerto Rico and the Dominican Republic. On top of that, *Triple Play's* roster sports legends like Babe Ruth and Lou Gehrig, along with a home run derby that features bonus targets and even lets you shatter windows of nearby cars. It's EA's commitment to creative features like these that should keep baseball fans hammering homers for months and *Triple Play* toward the top of the baseball world.

- Jon Robinson



**BIG MAC ATTACK** Mark McGwire steps into the batter's box before launching another monster home run.



# Boxster Match

Like Porsches? You better. EA's latest *Need for Speed* spin-off is for thoroughbreds only.

■ SYSTEM PlayStation ■ PUBLISHER Electronic Arts ■ DEVELOPER Eden ■ THEME Racing in Porsches ■ PLAYERS 1-4 ■ AVAILABLE March

## INSIGHT

**Q. Cars?**

**A.** Yes. Over 50 of 'em, from Porsche's first model, the 356, to its latest race car, the 911 GT1.

**Q. So I get to drive a 911 cop car?**

**A.** No. The fuzz do make an appearance now and then, but you are strictly the chasée, not the chaser.

**Q. Porsche Unleashed sounds like a porn flick.**

**A.** I like the way you think. But no.

Ever wonder why Porsche is conspicuously absent from *Gran Turismo 2*? Well now you know. The company's existing agreement with Electronic Arts precluded any Porsche/*GT2* action. All we have to say is *Need for Speed: Porsche Unleashed* better be damn good.

**F**irst, a little pronunciation lesson. We've noticed that a lot of people have trouble with the P-word. "Porsche" is two syllables. Say "Porsh" and you never know when a sputtering German will come out of nowhere and take a swing at you. They get kind of uptight about that.

If you already knew that and you're not German, you're probably a die-hard Porsche aficionado. Posters on the wall, commemorative keychains, you know what I'm talking about. If so, have a seat and take deep breaths, because EA's latest *Need for Speed* racer is so Porsche-tastic — over 50 cars, every last one of them a Porsche — that the Porsche fans in the house may get a little overexcited.

*Porsche Unleashed*, due out in March, is based on a modified version of the *High Stakes* game engine. The biggest change is the addition of a four-player versus mode, and *Porsche Unleashed* also includes Evolution and Unleashed single-player modes along with an



**COMING OUT PARTY** This is the 911 Turbo's first U.S. public appearance. Conveniently for getting the Detroit Auto Show.

arcade option for quick spot-races. The Unleashed game is mission-based, with extra points added for special maneuvers (360-degree spins, that sort of thing), while the Evolution game is a career-mode affair. Cars have to be bought and upgraded, and a car's history will actually affect its future value; win a bunch of races in a 550 Spyder, hold onto it for 40 years, then auction it off on eBay for a tidy profit.

The version of the game we played was still a bit rough around the edges, but if EA succeeds in bringing cars like the race-bred 917, 911 RS 2.7, and the just-introduced 911 Turbo onto your PlayStation, it'll definitely be worth a test drive.

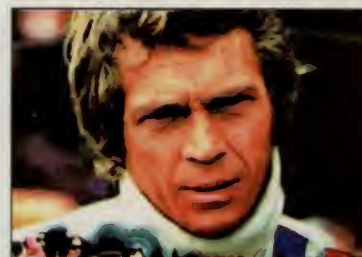
— *Demian Linn*



**INSIDE TRACK** A 911 GT1 hits the brakes at the end of a long straight on the Circuit track.

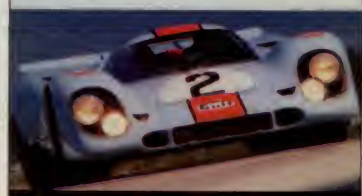


**SKIDMARKS ON YOUR ASPHALT** A pack of Porsches lay down rubber in a forest.



## Ultimate Porsche

Wondering which Porsche is the best Porsche? Wonder no more, it's the 917, the car that co-starred with Steve McQueen in the '71 classic, *Le Mans*. It's the fastest car in *Porsche Unleashed* and will do 0-60mph in 2.9 seconds. That's what a 5.4L engine, twin turbochargers, and 1,100bhp will do for you. No one really knows the top speed, although a guy by the name of Vic Elford hit 245mph on the Mulsanne straight during the 24 hours of Le Mans back in '70 — and that was in a 520bhp version. Sick.







# Big Trouble in Little Japan

Sega's gorgeous and enormous *Shenmue* import is the first game to let Dreamcast really strut its stuff.

■ SYSTEM Dreamcast ■ PUBLISHER Sega ■ DEVELOPER AM2 ■ THEME Full Reactive Eyes Entertainment ■ PLAYERS 1 ■ AVAILABLE TBA

## INSIGHT

**Q. What's up with that Japanese-filled notebook?**

**A.** That's your game diary. Every clue you pick up is automatically recorded in it. Each entry helps you advance in the game.

**Q. How do you pick up new fighting moves?**

**A.** As you learn move combos, they'll be recorded on a scroll in your inventory.

**Q. Is the kitten important?**

**A.** Take care of this orphaned kitten and you'll make a furry friend for life. Supposedly, a well-tended feline becomes interactive on your VMU.

For those of you who just can't wait for the dazzling Dreamcast showcase piece *Shenmue* to hit U.S. shores, now the first chapter in master game creator Yu Suzuki's magnum opus has arrived in Japan. So bust out those Japanese-English dictionaries and get ready to tackle this stunning, incomparable game.

In the *Shenmue* world, you're not a player, you're an inhabitant. You can touch, talk to, and interact with just about anyone and anything, and you'll be required to juggle more than any game has every asked of you. Quite simply, *Shenmue* is not like any game you've ever seen before.

By creating an unparalleled gaming experience that Sega has acronymically titled FREE (Full Reactive Eyes Entertainment), *Shenmue* is truly in a class of its own. As you make your way through the game's three GDs, you'll encounter



**A LITTLE ARM TWISTING** Ryo gets information out of this gangster the hard way.

nearly every gaming genre including classic adventure, various styles of fighting game (reflex-testing Quick Timer events and *Virtua Fighter*-style free battles), RPG, and even classic arcade. Plus, the impressive graphics and Dreamcast processing power blur the distinctions between cinematic cut-scenes and real-time gameplay. You may try moving main character Ryo Hatzuki in real-time, not sure when the cut-scene ends and play begins.



**ARTS AND CRAFTS** One of the local street thugs samples the tattoo shop's wares.



**YOU WILL FEED THE KITTEN** Little Megumi performs her Jedi mind trick on Ryo.





**GAMER'S PARADISE** Ryo chooses a round of *Space Harrier* at the town arcade.

But *Shenmue* is definitely not for the attention deficit disorder set. Be prepared to do more exploring than you've ever done before in a game, opening nearly every drawer, interacting with every person. The detail will bowl you over, from Ryo's playable Sega Saturn to his over-stuffed sock drawers. Plus, every item can be picked up and closely inspected.

Much like in *Zelda 64* and - more importantly - as in real life, you have to keep an eye on the time of day, since certain characters and events are only available at specific times. Shops only stay open until 7PM, while bars and clubs don't start service until after sundown. Also, Ryo has an 11:30 bedtime curfew every night, so no matter where you are in the game, you'll be zapped back home to hit the hay. Thankfully, sleepy time is also the perfect point to save.



**THE CAT'S MEOW** When you hear this kitty calling, you better cough up the cat food.

Unfortunately, with all the dialogue and written material that will need translating, an English *Shenmue* may arrive later than Sega's ambitious December estimate. So the eager may want to take a stab at this import. Otherwise, the currently cutting-edge *Shenmue* may seem like old hat by the time it's out in an understandable form.

- Annette Cardwell



**CAN YOU DIG IT?** This *Shenmue* soda can is just one of the game's many collectibles.



**WHITE MEN CAN'T FIGHT** After swiftly taking out some punks in a free battle, Ryo plays a little game of uncle with this American thug to find out where their leader is hiding out.

## Coming to America

As the 1986-set *Shenmue* is tweaked for U.S. release, we're hoping Sega keeps in mind that the '80s were an oh-so-magical era for many American gamers, so perhaps some changes to the game's obvious product placements to make it historically and culturally accurate are in order. Here's a short list of some must-have 1986 goodies to include.



### Slippery When Wet:

While Ryo definitely has the *Top Gun* reference down with his leather bomber jacket, 1986 was also the year Bon Jovi and those other cheesy metal hair bands peaked in popularity, so the Billy Idol hair and those tidy jeans have to go. He should be sporting a hard-rock mullet or some long curly locks and shred those Levi's for a more "You Give Love a Bad Name" look.

### Space Aardvarks and Androids:

While the fully-playable Japanese Sega Saturn in the TV stand is an awesome touch, American gamers were just getting acclimated to the Sega Master System around that time period. Besides, '86 was a sitcom bonanza year. Not only were *The Cosby Show*, *Cheers*, and *Family Ties* burning up the airwaves, but we were just as riveted by such automatic classics as the extra-terrestrial crack-up *ALF* and the robotic but ultra-adorable V.I.C.I. on *Small Wonder*.

### Highway to the Danger Zone:

When Ryo hits the stores to pick up some new tunes for his tape player, Sega will need to get rid of such generic titles as "Hip de Hop," and hit us '80s music fans with real '86 chart-toppers like the Bangles' "Walk Like an Egyptian," the Beastie Boys' "Fight for Your Right to Party," and Kenny Loggins' rocking *Top Gun* theme.

### Catch the Wave:

The current vending machines are stocked with Coke Classic-type cans, but all '80s-era machines sold the incredibly ill-conceived New Coke. This Max Headroom-hawked soft drink was so bad that many thought it was just part of an evil Coke ploy to have us clamoring after Coke Classic when it was re-introduced.



# PS QUICK LOOK

## Army Men: World War

■ Action ■ 3DO ■ April

1 Another *Army Men* game? So, what's new this time?

Just call this installment *Saving Colonel Grimm*, or something like that. Yep, it's an *Army Men* with a World War II theme. The Green Army invades Tan territory D-Day style.

2 What kind of goodies do my grunts have?

All WWII-era firearms like a howitzer, .50 caliber twin machine gun, flamethrower, and even a bayonet. Plus, you can get tanks, jeeps, and PT boats when you need heavier artillery.

3 What are the orders, sir?

*World War* will feature over 25 missions over six types of terrain, including air strikes and paratrooper drops. Also, multiplayer returns with cooperative play and capture the flag.



**TANKS FOR THE MEMORIES** Private Green aims a bazooka on a Tan tank.

# N64 QUICK LOOK

## Jeremy McGrath Super Cross 2000

■ Dirt bike racing ■ Acclaim ■ Summer

1 Who the heck is Jeremy McGrath?

He's the Supercross King and holds the most titles of any motocross racer. Recognize!

2 Is it just racing?

On top of racing action on 16 supercross stadium and outdoor tracks using McGrath-designed tracks and bikes, you work your way up the pro circuit ladder in Career mode and get rated on your jumps and tricks in Stunt mode.

3 And what if I don't like Jeremy's bikes and tracks? Get busy designing your own. The game has a 3D Custom Track Editor, plus you can create a racer and bike to your own specifications.



**CURVACIOUS** McGrath's racer handles the outdoor curves like a pro.

# Déjà Vu All Over Again

Jeter won three rings and dated Mariah, but how good's his game?

■ SYSTEM N64 ■ PUBLISHER Acclaim ■ DEVELOPER Acclaim Studios ■ THEME Baseball ■ PLAYERS 1-4 ■ AVAILABLE April

## INSIGHT

**Q.** How do players look compared to their real-life counterparts?

**A.** Not only do players have realistic-looking faces, but athletes are even size-proportioned to make McGwire look different than Maddux.

**Q.** What variables are calculated into every at bat?

**A.** *All-Star* incorporates game conditions like day vs. night and grass vs. turf along with player slumps and hot streaks.

**Q.** How come every year Jeter's on the cover, the Yankees win the Series?

**A.** Good news, Yankee fans, your shortstop is once again *All-Star's* posterboy. Can another championship be far behind?

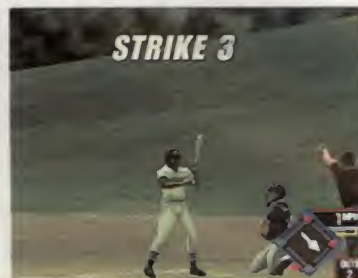
Two men on, two out, the bases are juiced, and Derek Jeter steps up to the plate. Nolan Ryan's been throwing heat for seven straight, but for one rare moment of vulnerability, the Hall of Famer hangs a curve. Jeter lets loose and sends the smoking cowhide toward the wall in center. As it soars over the fence, one editor celebrates and another throws his controller in disgust. Such is life in the big leagues. Such is life in *All-Star Baseball 2001*.

Over the last two seasons, no game has captured the magic and mythology of playing nine innings quite like Acclaim's *All-Star Baseball*. From the most authentic pitcher-batter confrontations in gaming to little nuances like hook slides and over the shoulder catches, *All-Star Baseball* has provided hardball fans with the most realistic playing experiences possible. Now the series is back, maintaining its edge in gameplay, while adding some intriguing new options to its winning recipe.

The greatest new feature, especially for baseball purists, is the inclusion of a Cooperstown team that sports a lineup of legends like Joe Morgan, Lou Brock, Willie Stargell, and Mr. "90% of the game is half mental" himself, Yogi Berra. The unbeatable team of all-time greats



**WE ARE FAMILY** Former Pirate Willie Stargell looks to take Kevin Brown out of the park.



**REGGIE! REGGIE!** Jackson struck out, but he sure looks cool with those 70s shades.



**DAMN YANKEES** Jeter pushes a seeing-eye single through the hole on the right side.

even competes in a corn field à la Kevin Costner and Shoeless Joe.

Other improvements include an enhanced Arcade mode that not only speeds up the game, but enables you to throw faster and hit longer home runs. You can also now turn the batting cursor off in Arcade, letting you make contact and stroke the ball around the field at a higher rate. And if you're still having problems fine-tuning your swing, the game additionally features a new Batting Practice mode so hitters can become better adapted at taking cuts before embarrassing themselves in a real game.

Beyond those new additions and a few tweaks to the A.I. and stat tracking systems, the gameplay's pretty much identical to previous versions of the series. Players still strut around the field wearing sunglasses and high socks. You can still draft, release, trade, and sign players like a cutthroat GM. And you're still experiencing some of the most realistic baseball action ever captured on screen.

- Jon Robinson



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# SISTERS ARE TAE KWON DOING IT FOR THEMSELVES

## Meet Ming Tran.

When she takes you out, you'll end up paying for the drinks. Give her any attitude, though, and she'll really take you out, and you'll end up paying for the facial reconstructive surgery.



Is there anyone better than a third Dan black belt tae kwon do mistress with a Chun Li alter ego to check out *Street Fighter EX2 Plus*? We can safely and categorically state – no there isn't.

Street fighting, chowing down on Taco Bell, and preparing to kick the head off a suited bad guy as Chun Li. Spending the day with Ming Tran certainly has its moments. Ming finishes her Dr. Pepper, picks up a Joypad, and proceeds to hammer down Sagat with a deft se-

ries of lightning-fast Chun Li attacks that culminate in a hundred-foot-kick into spinning bird kick into a chi fireball which the game remarks is a "Meteor Combo Super Attack Finish!" Flying rocks zip about the screen as Chun Li finishes combat high above earth, with a battered Sagat hanging his bald head in shame. After this display, we needed two matters cleared up immediately – where the hell did Ming learn to fight like that, and is this *Street Fighter EX2 Plus* simply

*Continued on page 68*





#### MING TRAN PROFILE

**Age:** 22

**Likes:** Eating junk food, watching TV, playing video games, clothes shopping, beating up my slam-man

**Dislikes:** V8, facial hair, annoying people, rodents

**Years as a gamer:** 15

**Years as a martial artist:** 11

**Favorite Food:**  
Filet mignon or prime rib

**Favorite Actor:**  
Clint Eastwood

**Favorite Martial Arts**

**Cult Movie Classic:**  
*Iron Monkey*

**Favorite Video Game:**  
*Donkey Kong 64*

**Favorite Arcade Game:**  
*Crazy Taxi*

**Describe yourself in three words:**  
Out of control







**SCHOOLGIRL CRUSH** A half gun, half girl shows Zangief her excel-lent attack.



**CHUN LI CHUNDER** Chun Li places a nasty midriff attack into newcomer Sharon.

"damn cool" totem pole is a Director Mode, which basically lets you record 25 seconds of killer combination attacks onto a memory card and then view it back from any moving, panning, or stationary camera angle you want. Then there's the custom combination moves you place together into "Excel Move" chained attacks – perfect

*Continued on page 71*

*Continued from page 66*

more of the same or actually fun?

We soon learned that much of Ming's time is spent playing video games (she's particularly fond of Konami's import *Dance Dance Revolution* dance simulator, complete with floor mat), and her beat-'em-up prowess comes from years in *Street Fighter* training and hardcore gaming. Secondly, this incarnation of *Street Fighter* is still fun. Although Ming is quick to mention that Guile's hair is still the worst – "It's like Vanilla Ice's hair on steroids" – *SF EX2 Plus* is, accord-

ing to Ming, "One of the best fighting games ever. My favorite character in the game (besides Chun Li) is Sakura. The thing about *Street Fighter* is that they have the best and baddest characters. Sakura is the epitome of a Japanese school girl – she has the uniform, red Converse shoes, bloomers (Japanese schoolgirl gym shorts) – it's no wonder she's so popular in Japan! Sakura is the ultimate role model to Asian girls who aspire to be tough."

Not only are the characters the coolest, but the new features kick some serious booty. High atop the



**PULLEM POWER** Indian temptress Pullem Purna blocks a Chun Li knee with her face. This is not recommended by Ming Tran.



## Streetfighting Daze

Here's an outrageously over-the-top linked combo we managed to pull off on a rather bewildered Sagat. Then Ming was brought in to critique Chun Li's training regimen prior to the attack. Just how long would Chun Li have to train to pull off those moves in the game?



**Ming says:** "It really depends on how natural the moves are to her from the start. But when you take in consideration a move like the spinning bird kick, it would take at least three to four years to develop the strength and stamina to perform such an incredible and arduous attack."

And what sort of pain would Sagat be in during the devastation combo? "The excruciating kind," Ming matter-of-factly states, "The hundred-foot and spinning bird kicks would cause massive swelling and a possible concussion. Then the final blow to the chest would cause the ribs to crack, which has been known to lead to internal bleeding and ultimately...death." So don't try this at home, eh kids?



## Kickin' it with Ming Tran

Taking a break from kicking people, Ming reveals her martial arts mastery, stops us from touching her drunken monkey, and reveals why more girls don't play games.

### So when did you start your martial arts training?

When I was 11 years old. And now I'm proficient in tae kwon do, wu-shu, judo, and shotokan karate.

### What's the biggest combo you can pull off?

A jump spinning heel kick, 360 degree tornado kick, spinning butterfly kick, followed by an upside-down aerial flip.

### And the most vicious move in your repertoire is?

Vicious? Probably a palm strike to the groin. Or a jump spinning back kick to the abdomen. My favorite move, though, is a 360 degree butterfly twist.

### What about weapons?

A naginata – a six-foot long stick with a gnarly blade at the end. I also use the bo staff, double swords, whip chain, and kamas.

### Are you a practitioner of the drunken style?

No, not really. I learned some drunken monkey techniques in my wu-shu classes, but not much.

### What's been your most intense fight?

Well, at one point in my training, I was learning jujitsu ground fighting, and I had to go against a woman who went by the name "Tiger Lady." She was a 160 lb. black female, and it was obvious that she didn't take crap from anyone – especially a little Asian chick like me. I had to go against this "feline," and I was used to sparring with safety gear, strict rules, and a time limit – whereas this time we were forced to brawl until one of us tapped out or was choked out. It wasn't pleasant.

### Who would you like to beat down, and why?

Any blader or biker in "speedos" because neon spandex sucks!

### How have you used martial arts in your day-to-day life?

Every time I've locked myself out of my apartment. I have this way to getting in which involves climbing the roof, dropping 10 feet onto my back porch, and entering through the back door.

### What is the craziest stunt you've done?

Erm, I once launched myself off a mini-tramp and did a half-twist front flip over a Honda civic.

### Who is your favorite martial arts star?

Michelle Yeoh is awesome.

### And who do you hate?

Jean Claude Van Damme.

### What about Chuck Norris, Billy Blanks, or Jet Li?

Chuck Norris sucks, Billy Blanks is creepy, and Jet Li rules.

### Who is your favorite video game martial artist?

It's a toss-up between Chun Li and Sakura.

### What would a movie starring Ming Tran be like?


It would have a bunch of girls playing video games, eating junk food, and kicking serious ass.

### Why aren't there more girl gamers out there?

Well, there are in Japan. Maybe part of the reason is that we're not interested in violence, and girls aren't stoked about games that require commitment, like *Donkey Kong 64*. And maybe that explains why girls prefer puzzle games and *Parappa the Rapper* – it leaves time for us to chat, gossip, and be girls.

### Finally, have you a special message for *incite* readers?

Yeah. Playing violent video games is good!



"My favorite combo is a jump spinning heel kick, 360 degree tornado kick, spinning butterfly kick, followed by an upside-down aerial flip."



# TAKING CARE OF BUSINESS

Ming Tran is Chun Li for a full-contact no-holds barred showcase of her awesome fighting power! It may have taken 30 tries to photograph Ming Tran's phenomenal kicking power, but the results were worth it. Unless you were the guy getting kicked (and boy, did he get kicked) -- he was scuffed and bleeding from the head. Don't try this at home.



**KICKING FACE** 1. Preparing to leap, Ming prances off the wooden post, gazelle style. 2. Now airborne, only the bodyguard notices. 3. Right leg coiled back... 4. A millisecond before contact, the suit becomes aware of a foot near his head. 5. BAM!! Chun Li connects full force into the suit's skull. 6. CLUNK! He goes down. Hard. 7. With the bodyguard reeling in shock, Chun Li prepares for landing while the suit falls from the kick's force. 8. The suit is down and out as Chun Li lands. 9. Chun Li win!

**THE REAL DEAL** Want to see more full-on Ming fighting? Then check [www.hookups.com](http://www.hookups.com) for information on the queen of kicking!



"Well, the spinning bird kick is not completely possible, but one could come really close to imitating it doing a cartwheel with no hands. And if you're a bad-ass, adding a 180 degree spin to it."

Ming Tran



**BLANKA-ED OUT** At the end of a Super, Skullomania presses on Blanka's bowels.

*Continued from page 68*

for a spot of inventive mayhem at the height of a street fight. Along with a barrel-destroying Bonus Mode, Guard Breaks, and Super Cancels, *Street Fighter EX2 Plus* represents the best of old school fighting in a 3D shell moving at supremely quick speeds.

After kicking the crap out of a businessman, Ming returned to explain some of her favorite charac-



**KEN YOU DIG IT?** Hurricane kicks against schoolgirls in front of the Space Shuttle.



**TRANCES ARE** That crazy Indian rubber man is back with all-familiar attacks.

ter's moves. Like the spinning bird kick. Just how is that one done in real life? "Well, the spinning bird kick is not completely possible, but one could come really close to imitating it doing a cartwheel with no hands. And if you're a bad-ass, adding a 180 degree spin to it." OK then, we asked, how about that hundred-foot kick — you know, that blurring foot attack that hits multiple times? "Again, that kick would only be possible for someone with great muscle density in the thighs," Ming explained, "and this can take two to three years to build-up. A Thighmaster would help." Fair enough. So Ming... are you a *Tekken* lover or a street fighter? "That's a hard call," she ponders, "I'm better at *Tekken*, but nothing beats *Street Fighter*, especially *EX2 Plus*. It's a classic game and nothing could ever compare."

- David Hodgson



## Fighting game fiction

Ming judges the techniques present in *Street Fighter EX2 Plus* and tells which even Jet Li would have trouble perfecting without help from a CG studio.

### FEASIBLE



#### ACTUAL REALITY:

"Most of the kicks, punches, stances, and blocks in *Street Fighter* are possible, and that includes the explosions by Doctrine Dark!"

### UNFEASIBLE



#### UTTER FANTASY:

"Fireballs, blades coming out of bodies, sonic booms, Chun-li's spinning bird kick, and leaping 10 feet off the ground without a running start."

### DC QUICK LOOK

## Street Fighter III: Double Impact

■ Capcom ■ Fighting ■ Spring

1 *Street Fighter* what now?

*Double Impact*. Setting the standard for 2D hand-drawn combat for over a decade, this is actually two stunning similar arcade games (it includes *SFIII New Generation* as well) in one.

2 I don't understand. I can't see any polygons....

Back, march of time, back I say! Yes, this is hand-drawn combat, but it still features ground-breaking additions, like a new parrying system and Super Combos to choose from.

3 Anyone in there that I recognize?

Akuma's there, and looking demonically cool.



**THE SPRITE STUFF** Newcomers Alex and Elena slug it out in New York.

### DC QUICK LOOK

## Tech Romancer

■ Capcom ■ Fighting ■ Spring

1 Taking Rock 'em Sock 'em Robots to the next level?

And how, these gigantic beasts dwarf the buildings of the cityscapes surrounding them, and the overall conception comes from the mind of Shoji Kawamori.

2 Shoji Kawamori? You mean the *Macross* guy?

You betcha, but this time the game isn't *Robot-ech*-based, but created with tongue firmly embedded in cheek, designed to poke fun at robot anime series.

3 So how does this bad boy play?

Like *Power Stone*, but with the emphasis on real-time power up accumulation, the slapping of metal glove onto metal face in close combat, and big explosions.



**OCTOPUSSY** It wouldn't be a Japanese anime without a dueling octopus/brain.







# Anyone call for room service?



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**incite**



# Mmmmbop and Bang

Get ready to be checked out of your skates, Hanson Brothers-style.

■ SYSTEM PlayStation ■ PUBLISHER EA Sports ■ DEVELOPER EA Sports ■ THEME No holds barred hockey ■ PLAYERS 1-2 ■ AVAILABLE March

## INSIGHT

**Q.** Will there be trash-talking?

**A.** Hell, yeah! What do you think this is, a game for mama's boys? You'll be able to talk smack at the touch of a button.

**Q.** How many players are on a team? Who will be on the pro teams?

**A.** There are only three players on the ice at a time, but each team will consist of six players and one goalie. The pro teams will feature six of its top players and its top goalie.

**Q.** What kind of game-play modes are we talkin' about?

**A.** Play modes include Arcade, NHL Challenge, and the tournament-style multiplayer battle royal, King of the Rink.

Let's face it, the one thing that draws most of the hockey crowd to watch is it's the only team sport that condones fighting. *Rock the Rink* takes this attitude and skates full force toward your grill with its fists cocked and sticks held high.

The developers of EA Sports' excellent *NHL 2000* are stepping to center ice with a no rules, no-holds-barred hockey game that relishes in vicious action. Taking an extreme approach to the "coolest game on earth," *Rock the Rink* offers three-on-three *Blitz*-style action which focuses on dishing out pain and running up the score.

*Rock the Rink's* exciting format is sure to thrill the masses with its bombastic approach to the sport, giving gamers the ability to crush opponents with clothesline hits, straight-arms, body slams, and bum-rush beat downs. You'll also be able to take on the league's premier brawler to win the Championship belt and gain finishing moves to use on others in future fights. The action's not all about pugilism, though, as there's a ton of ways to score, with such special devastating slappers as Windmill, Corkscrew, and Helicopter blasts.

While the extreme-action sports format remains intact, *Rock the Rink* takes a slightly different



**HOCKEY HOOCHIE** Tia the puck girl drops the biscuit and maintains disorder.



**OUTTA MY GREASE:** Over-the-top hockey is what *Rock the Rink* is all about.

approach by requiring you to compete in the NHL Challenge mode with fantasy teams in order to unlock the league's 28 franchises as well as the game's all-star teams and NHL elite team. Your on-ice efforts, such as passing with precision and racking up victories, will also be rewarded with additional attributes, including the ability to hit and check harder and to obtain bolstered equipment like stronger sticks for ripping killer slappers and faster skates for more nimble and quicker movements.

Not to be outdone by Midway's arcade sports crunchers, *Rock the Rink* is looking every bit the equal to *Blitz* on ice. The player models already look sharp, move fluidly, and hit harder than Marty McSorely in his prime. Plus, the fantasy rinks look like they popped out of classic hockey film *Slap Shot*: dingy, dirty, and full of grit. The gameplay speed is a little chuggy at the moment, but EA is promising more speed and smoothness before release.

- Brett Rector



**SPECIAL DELIVERY** *Rock the Rink* gives the hockey masses what they want: Pain!

## Mistaken Identity

### Hanson Brothers VS The Hansons

One trio swings fists while the other trio sings falsetto. Know the difference and align yourself accordingly.



STATUS	
Hockey's reigning knockout kings.	Teenyboppers
EFFECT ON OTHERS	
People of all ages whip themselves into a raging frenzy after witnessing the brothers brawl.	Girls scream at them because they don't understand their "urges." The rest of us just scream.
LONGEVITY	
Been the bad boys of hockey for 23 years. Considered gods by those who know them.	Amazing they've lasted this long. Considered hacks by anyone with half a brain cell.
FUTURE ENDEAVORS	
Will continue to further the notion that fighting would greatly improve fan interest in all forms of team sports, especially baseball.	After a brief stint as NAMBLA spokespersons, will resort to playing birthday gigs and competing in banana-eating contests to earn money.
<b>THE WINNER: HANSON BROS.</b>	



**YOU WANT A PIECE OF ME?** Dropping the gloves is expected in these here parts, even if you're a goalie.



# Bad to the Bone

Sir Dan fans, mark your calendar; *MediEvil II* is coming to America.

■ SYSTEM PlayStation ■ PUBLISHER Sony ■ DEVELOPER SCE Cambridge ■ THEME Adventure ■ PLAYERS 1 ■ AVAILABLE May 9

## INSIGHT

**Q. What's that green firefly thingy floating around Dan?**

**A.** That's Dan's targeting system. The little green guy is especially helpful in lining up Dan's sights for firing on baddies from a safe distance.

**Q. Who's the sneaky flasher guy?**

**A.** He's your supplier, and I don't mean controlled substances. When you stop off with him, this shady dude will open his coat to reveal ammo and other goodies to get you through the game.

**Q. What's the deal with the egghead in a green lounge jacket?**

**A.** That's the professor, and he fills you in on Palethorn's plot early in the game. His lab is also the portal for getting around the game's zombie-filled worlds.

Sir Dan Fortesque has got a figure that Calista Flockhart would die for and has a new arsenal of weapons that could make Charlton Heston green with envy. But can he make a comeback that could make Cher proud? After getting a hands-on look at *MediEvil II*, we saw that Dan's made some changes for the better, and we don't mean plastic surgery.

No longer stuck in the Dark Ages, Sir Dan has really lightened up. Against the backdrop of Dickensian London's cobblestone streets, villainous magician Lord Palethorn has stolen the spell book of Dan's old evil nemesis, Zarok, and is trying to take over the world by raising an army of undead. Thankfully, our skeletal hero happens to be one of the undead he's raised.

As you maneuver Dan through the bizarre London landscapes, you'll battle some of the wackiest baddies ever committed to code. In what other game would you find incredibly obese bearded ladies who belly flop into damaging shockwave attacks and scream when you shoot them, or see peculiar lizard-like Jack the Ripper creatures equipped with razor-sharp talons and donning top hats? No worries. Sir Dan can send all their green zombie guts flying with weapons ranging



**HOLY HEIROGLYPHICS:** Dan sheds new light on the museum's Egyptian exhibit.



**SEXY BLUE THANG:** Dan carries the rescued Egyptian princess off into the sunset.

from his trusty sword to crossbows to a powerful Gatling gun.

Also, the creators improved on Sir Dan's abilities by letting him go to pieces, literally. This knight in tarnished armor has full use of all his detachable skeleton parts. In certain levels, you'll have to pull his skull head off and set it on one of the Thing-like hands to get into small crevices; and the Dan-kenstein boxing stage has Dan running around a ring, collecting zombie body parts and putting his skull on top of a reassembled boxer body to win the match.

On top of all this new-fangled goodness, the trademark Tim Burton look and Danny Elfman-style soundtrack are still in place, and are again two of the game's most attractive features. Plus, the controls feel just as smooth and effective as in the first effort. So, with all these clever new touches over the previous game's brilliance, fans can look forward to *MediEvil II* being frightfully good.

- Annette Cardwell

## PS QUICK LOOK

### Wild Arms 2

■ RPG ■ Sony ■ May 2nd

**1** I remember *Wild Arms*; it was an RPG, right?

Yup, the original game was one of the first major RPGs for the PlayStation. It started the push toward full 3D animation, even before *Final Fantasy VII* hit the scene.

**2** How will this one be different?

Quite a bit. For starters *Wild Arms 2* is almost totally in 3D now, everything from the towns to the dungeons are polygonal. The animations and spell effects have also been beefed up.

**3** Do you play as the same characters?

Well, the main characters are all new, but we wouldn't be surprised to see some old faces showing up....



**Dazzling Dungeons:** That's right, *Wild Arms 2* has 3D backgrounds.

## PS QUICK LOOK

### Speed Punks

■ Cart racing ■ Sony ■ April

**1** *Speed Punks*? Didn't this game used to be called *Speed Freaks*?

Your momma's a speed freak, but yes, the title has changed to protect the...freaks?

**2** Look like *Crash Team Racing* to me.

Looks that way to us too, only now you're racing as punks, not bandicoots. The game also features 12 tracks jammed with short cuts and power-ups, along with six different bratty characters (punks) to choose from.

**3** What kind of power-ups do punks use?

In the alley, usually a shank, but in this game look for machine guns, shockwaves, slime, speed boosts, missiles, and bombs.



**PUNK BITCH:** Even female dogs get in on the racing.



**TUTU SCARY** In the Freakshow level, Sir Dan gives these giant, cackling bearded ladies a little taste of Victorian-era firepower.



# Thunder in the Tundra

Terrorists, tentacles, and globs of green goo amalgamate into a surreal meander through Canadian snow.

■ SYSTEM Dreamcast ■ PUBLISHER Sega ■ DEVELOPER Warp ■ THEME Humanoid aberration dismemberment with arctic survival horror. ■ PLAYERS 1 ■ AVAILABLE Summer

## INSIGHT

**Q. Lara Croft? Laura Palmer? Jigga what?**

**A.** Laura Parton is your new Cameron Diaz-looking heroine, with mad eye makeup to boot. Think Dolly, only less prone to bursts of country music. And no gigantic breasts. And 20 years younger.

**Q. She looks a little...cold.**

**A.** Yes, power dressing in maroon for business is a little useless after the plane you were dozing on suffers a terrorist attack and gets struck by a throbbing meteor.

**Q. Meteor? That sounds like the source of all evil.**

**A.** You'd think so, and you'd be correct. Turning the crew and passengers into terrible tendriled abominations was only the start of its wide-ranging power. Now embedded in a nearby mountain, the meteor starts pulsating with an eerie red glow. That can't be good for the natural flora and fauna.

Part hunting game, part *House of the Dead 2*-style shooter, and part tundra wandering simulation, *D2*'s disparate elements are interwoven into a tapestry of fear by the use of atmospheric pauses, bizarre beasts, long-winded cut-scenes, and one utterly vital component Japanese developers can never get too much of: The tentacle.

Only in *D2* can you have the misfortune of travelling on a 747 that is not only hijacked by goons unaware of the problems associated with automatic gunfire and depressurization, but then is struck by a glowing red meteor. After the extremely impressive 10 minute CG introduction finally ends, a further 20 minutes of real-time cut-scene begins, as you wake in a small shack in the company of one Kimberly Fox. As you and Kim chat



UZI OOZIE "Tentacled crab claw man" and "giant eyeball man" try to dodge your fire.

**Kenji Eno** and his crack development team are set to deliver a cinematic masterpiece. This experience could even match the intense enjoyment gained from playing *Metal Gear Solid*.



about your short-term memory loss, one of the terrorists crashes through the entrance to the hut, gargling something incomprehensibly. What does he want? Where's his gun? And what's that protruding out of his stomach?

The answers, in order, are: a spot of impregnation, his gun isn't needed any more, and those are spider-like legs. After this, a flowery tendrill bursts from the terrorist's

*Continued on page 78*



**COLD-FOOTING IT** Laura treks to the distant mountain with the red meteor in it.



**EYES IN THE SKY** Now with the second sub machine gun, Laura looks up and looks out.

## That **THING** You Do

## JOHN CARPENTER'S CRAZY HORROR FLICK VERSUS KENJI ENO'S CRAZY HORROR GAME

Before John Carpenter lost it and churned out second-rate crap like *Vampires*, he was responsible for the cult classic *The Thing*. Kurt Russell leads a team of researchers in Antarctica that awake an alien buried in the snow. Only after numerous "mishaps" does the crew realize the alien can assume the shape of those it kills. By that time, everyone is psychotic, dead, or ready to reveal their more elongated form. Then the serious freakdown occurs.

### FOUR PRELUDES TO A SERIOUS FREAKDOWN



#### 1 The Norwegian

**What happens?** The team discover an abandoned Norwegian base. Inspecting a shed, a new kind of Norwegian is discovered. The "fused with an alien" kind. The terribly disfigured corpse is bundled up in a cloth and dragged back to base. Once revealed, the Norwegian lessens team morale considerably.

**Tentacles?** A couple, but mainly twisted flesh turned inside out, exposed organs, and a mass of imploded entrails.

**Deaths?** Just the Norwegian. The team at the autopsy table do gag at the smell, though.

**Key Quote?** "Blair, I need you to start an autopsy right away."



#### 2 Down Boy

**What happens?** An impregnated husky splits open and squirts other huskies with alien goo. It then mutates into a mass of flesh, claws, skinned dog heads, and sinew and takes a dozen shotgun shells and a flamethrower burst before dropping. After this, it is inspected on a table.

**Tentacles?** You betcha. Masses spring all over the dog's fur as it transforms, and there's an opening with a tendrill writhing out of it.

**Deaths?** The alien husky, plus one strangled pup is shot by Kurt.

**Key Quote?** "I don't know what's in there, but it's weird and pissed off."



#### 3 Heads Up

**What happens?** A researcher is rushed to a hospital defibrillator. Instead of being resuscitated, the researcher swallows the doctor's hands in an alien stomach, explodes into two beasts, and grows legs out of its head. It scuttles off, but is flambéed before it can make a break for it.

**Tentacles?** Three or four on one creature and a couple of protruding eye-stalk ones on the spider head.

**Deaths?** The doctor dies of blood loss, the researcher dies after turning into two equally disgusting aliens.

**Key Quote?** "You've gotta be f—in' kidding."



#### 4 Bad Blood

**What happens?** After numerous threats to his life by the rest of the team, Kurt ties those he can't trust to a sofa and tests their blood. One of them wrestles free, leaps to the ceiling, then drops down, opens his head vertically, and tries to swallow a dumbstruck researcher.

**Tentacles?** More of a gaping maw. **Deaths?** The partially-digested researcher and the mutant.

**Key Quote?** "I know you gentlemen have been through a lot, but when you find the time, I'd rather not spend the rest of this winter tied to this f—in' couch!"

### D2 VERSION

View any of the mutations that you fight in the game — they all bear a stunning similarity to the hideous Norwegian in the "twisted flesh" and "fused limbs" department.



There's combat involving enemies squirting goo on you in a similar manner, plus the alien "flower stems" are identical to the tendrill flapping about the alien husky.



Once combat with a mutated flight stewardess finishes, her head grows legs and scuttles off in exactly the same manner, only to be impaled on a wall by Kimberly.

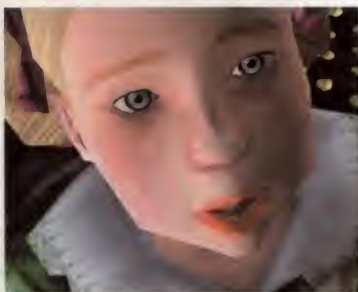


Parker Johnson tests his blood for alien infection, a hijacker spasms and flies up to stick on the ceiling, an alien's head opens vertically. The influences are everywhere.





Laura battles a rotting plane stewardess before locating an eerily calm and pudgy small child called Jannie.



**CHILD'S PLAY** Keep Jannie from harm and don't freak when she looks at you like this.

*Continued from page 77*

chest cavity, which, in turn, biossoms into a tentacle that looks exactly like a male member. What follows next has been seen by those who favor the more "adult" Japanese anime and is more than adequately covered in our "banned" feature. After Kimberly's forced meal, the tentacled entity writhing inside the kidnapper is ousted from the hut by Parker Johnson, a rugged local worker with a keen interest in all matters extraterrestrial. Again, there's more talking, after which Laura shoves a portable hotplate, Uzi, health spray, and hunting rifle into her figure-hugging Donna Karan maroon business suit and sets out with a purpose — to uncover exactly what is going on in this windswept Canadian hell.

We spent the next 12 hours none the wiser. Once trudging through the tundra is underway, complete with howling wind, blizzard effects, and realistic falling snow, you find yourself fighting for your life. Not because you haven't got a coat on, or indeed any sort of sensible clothing, but because you're being



**BETTER DEAD THAN RED** Lolloping towards you, the underside of the "crab man" mutant reveals the original host's head. The further you progress, the crazier the color of critter.

systematically attacked by drooling deviants who pop out of the icy ground and attempt to wrap a tentacle around your throat. Switching from a free-roaming trek to a stationary "point and fire" combat with on-rails movement from left to right, the epic unfolding story continues by offering lengthy cut-scenes, more wandering, and then more freaks at which to unleash hot lead. Interspersed are hunting segments, where health is acquired by

shooting the natural wildlife with a telescopic rifle, and adding the "meats" to your inventory. Plug away at snow bunnies, moose, caribou, and other assorted wildlife, and you'll automatically skin the carcass and add the cuts to your health inventory.

As the terrible truth becomes more and more apparent, Laura faces an array of increasingly weird and disgusting battles. Highlights include a fight against a nude Kim-

## THE REAL DEAL

The fabled Pyramid Mountain, wolves and moose, and rickety old sheds to sleep in? Live your wilderness fears by visiting the **Helmcken Falls Lodge** in Clearwater, British Columbia. Tentacles are not guaranteed, but snowshoeing across **D2-style tundra** is. Check out the lodge online at <http://www.helmcken-falls.com/winter.htm>, or give them a call at (250) 674-3657.



**MUTATION NATION** "Mandible claw open sore man" and his friend try to tag-team. Use the "A" and "B" button prompts to move.



**ILLEST VIOLINIST** You want bizarre? Then aim a gun at the old woman with the two huge claws wearing the mask, but watch it, she'll use her wings as a shield. And play the violin.





**OPEN UP THE TRUNK** As the tree-looking duo ooze green, one swipes you viciously.

berly clone (yes, with a tentacle), and the attacking of a rotting plane stewardess (yes, tentacles there too) before the location of an eerily calm and pudgy small child called Jannie is revealed. Then it's off on a snowmobile to fire at differently colored, yet similar-looking mutant/human hybrids, further interaction with a variety of oddball characters, and a final hike to the meteor's final resting place – a mountain range near to Laura's mother's private laboratory. That's where the true horror awaits.

**In how many other games can you plug automatic rifle slugs at a violin-playing masked grandmother with wings as the Turkish Rondo by Mozart plays in the background?**



**KEEP ON TRUCKIN'** Gloomy disused mines? You bet. Note the light cast on the snow.

Thankfully, from start to finish, there's a twisting plot and always-inventive genetic deviations to cull. In how many other games can you plug automatic rifle slugs at a violin-playing masked grandmother with wings and elongated talons as the Turkish Rondo by Mozart plays in the background? Less than five that we know about. The result is an alarmingly bizarre head-trip that never ceases to revolt, bewilder, and entertain all at once. Want a game that'll have Senator Lieberman frothing? Look no further.



**MANIC MINER** The green blood files as the man with the shoulder tentacle writhes.

Four years in the making, the tirelessly inventive Kenji Eno and his crack development team are set to deliver a cinematic masterpiece that, once dubbed into English (though not *Resident Evil* B-movie English, we hope), could deliver a gaming experience to even match the enjoyment garnered from viewing and playing *Metal Gear Solid*. But this time, there's one important difference – the terrorists have prehensile outgrowths.

- David Hodgson

## Banned in the USA?

KENJI ENO'S DEVIANT DEVELOPMENT TEAM GETS ITS HAND SLAPPED BY SEGA.

Allen tentacle love? Two characters skewered by tendrils? An old man sporting a massive "protrudence" that squirts white goo all over you? From the insanity-inducing to the sexually bizarre, some of *D2*'s action sequences were so over-the-top that Sega looked in bewildered dismay at Kenji Eno and promptly "edited" some grotesque scenes, while (probably) shouting the mantra, "Screw creative freedom, down with tentacles!" Here's what we think will be left writhing on the cutting-room floor.



**WHAT A MOUTHFUL**

A mutant hijacker froths from the chest and grows arachnid legs before a coiled "snake" tentacle winds up Kimberly's leg. Twisting around her neck, the tentacle peels back to reveal a pink "impregnation" inner tentacle that dives down her gullet. Wagging back and forth, this looks like foreplay.



**OLD MAN'S OLD MAN**

After trying to run down Laura with a truck, an elderly man grows a huge "appendage" and thrashes about, spilling globs of white gunk. Kenji Eno confirmed the "gunk" to be sperm. Oh dear. Let's not mention the giant dove that appears during the fight – adding surreal confusion.



**STOMACH CRAMPS**

Two of the main characters, Parker Johnson and Kimberly Fox, have a fraught reunion. The two hug, until a mutating Parker points out that his indigestion may dampen their bond. His hypothesis is correct. A giant (read: ban-worthy) tentacle writhes out of his stomach and skewers Kim.



**FIRE IN THE HOLE**

H.R. Giger's wet dream comes true, as a giant metallic pair of leg-like pipes with an "opening" in between needs to be attacked. Lob a G-Bomb into a specific "spot" (let's just say men have a notoriously difficult time locating this "area") for more blatant sexual eccentricity. Nice one, Kenji.



PS QUICK LOOK

# Grind Session

■ Skateboarding ■ Sony ■ April

1 Another skateboarding game? Why?

It's all about the Benjamins, and right now, skateboarding is a big money genre. Look at all the cash Activision's raking in with *Tony Hawk*.

2 Yeah, but that's a great game. How does *Grind Session* compare?

Actually, it looks so close to *Tony Hawk*, someone should be checking on copyright infringements. But instead of the Birdman, you skate as Daewon Song, Willie Santos, and Pigpen.

3 Who the hell are they?

We're not sure, but if you hate them, you can always create your own. There's also eight skate parks, and multiple one and two player modes.



**FENCED IN** If only I could jump higher, I could escape from the prison yard.

N64 QUICK LOOK

# Turok 3

■ Shooter ■ Acclaim ■ Fall

1 *Turok 3: Shadow of Oblivion*? Didn't I kill everything and everyone in *Turok 2: Seeds of Evil*?

Just when you thought you'd killed them all, Acclaim creates a new world, or in this case, a Lost Land full of creatures to decimate.

2 What goes on in this Lost Land?

Weren't you just listening? Killings, exploration, and, well, more killings with weapons like the Stealth Rifle. And the Eviscerator.

3 Sure does sound violent.

If past *Turoks* are any indication, bodies will be twitching throughout the 20-plus levels. And don't forget deathmatch modes like Capture the Flag and Blood Lust. Senators be warned.



**IS IT COLD OUT?** Getting shot must be a turn-on to this big-mouthed monster.

# Fright Night

*Nightmare Creatures II* promises blood, undead freaks, blood, and then more blood.

■ SYSTEM PlayStation/Dreamcast ■ PUBLISHER Konami/Universal ■ DEVELOPER Kalisto ■ THEME Monster hacking ■ PLAYERS 1 ■ AVAILABLE April

## INSIGHT

Q. Who, what, when, where?

A. Herbert Wallace, bent on revenge, 1920ish, Paris and London.

Q. A wild guess - I bust open crates to find health, right?

A. Well, yeah. Health and various other items can usually be found in crates. You can break windows too, though, so that's nice.

Q. What about N64 owners?

A. S.O.L. The first game came out on the Nintendo, and there was talk of *NC II* on N64...but it didn't happen.

Here's the story - 100 years after the events of the original *Nightmare Creatures* took place, the devilish Adam Crowley is still raising hell, and this time he's got an army of chainsaw-wielding, blood-lusting Marilyn Manson lookalikes on his side.

We're starting to worry about the French. When they aren't cranking out sugar frosted platformers like the Rayman series, they're making games like *Nightmare Creatures* and *Nightmare Creatures II* - blood-drenched gothic horror-fests chock full of chainsaw and cleaver-wielding undead. Something's gotta give.

The second installment in the *Nightmare Creatures* saga takes place in Paris as well as London and retains the dark, brooding atmosphere of the original. Adam Crowley (fictional forefather of Aleister, we presume) is back, 100 years older but none the worse for wear and still hell-bent on world domination, while you play the part of Herbert Wallace. Our man Herb was imprisoned by Crowley and subjected to years of torture and Crowley's signature brand of twisted experiments. After finally managing to escape, hapless Herb was chucked in a psychiatric hospital. Apparently he's talked his way out of that one and is now primed for



**I'M A LUMBERJACK** Apparently they had chainsaws in the 1920s. And big red pants.



**911 IS A JOKE** Herb Wallace, protagonist, strikes a pose next to an ambulance.

some unholy revenge.

*Nightmare Creatures*' basic gameplay remains intact (except you can swim instead of drown this time around), so expect a bunch of crazy hand-to-hand combos, plus weapon and other spell-type power-ups. The new game also gets a fatality system, in case the various gouts and fonts of blood endemic to normal chainsaw-based combat aren't enough. Watch out though - your enemies have fatality moves too, so keeping your head firmly attached to your neck may not always be possible.

We played an early build of the PlayStation version, and the graphics looked incredible, not far off *Soul Reaver*'s visual quality. There are a number of cut-scenes within each level, but the programmers at Kalisto have managed to virtually eliminate in-game loading time, so the action is seamless. We're looking forward to getting our hands on a finished version and can't wait to see it running on the Dreamcast.

- Demian Linn

## THE REAL DEAL

We're starting to see some of the fabled "synergies" from Konami's recent partnership with Universal - a number of Rob Zombie songs will be remixed and looped for the *Nightmare Creatures II* soundtrack.



**FASHION SHOW** Herbert, in rags, stares down some other guy in rags, while yet another rag wearer decides to have a lay-down.



# Playing on the old Joanna

Limeys love Bond, lose the license, look at Lara, and like the latent talent.

■ SYSTEM Nintendo 64 ■ PUBLISHER Nintendo ■ DEVELOPER Rare ■ THEME *GoldenEye* without the license ■ PLAYERS 1-4 ■ AVAILABLE April

## INSIGHT

**Q. No GameBoy Camera? That sucks.**

**A.** Yes, that does indeed suck. But Nintendo has revealed that the Transfer Pak (linking the Nintendo 64 to the GameBoy) will open up new "aspects" of both games.

**Q. What, *Perfect Dark* is coming out for the GameBoy?**

**A.** Yep. Joanna's previous adventures are coming to the small screen, complete with infra-red data-linking, two-player link-up play, and even sampled speech.

**Q. Will I look cool playing it?**

**A.** Yes, if you don't mind squinting, and fighting through the Pokémon players to find a challenger.

**Who needs a Bond license when you're a team of creative geniuses locked in a barn in the middle of the English countryside meticulously crafting the best damn first-person shoot-'em-up ever seen on Mario's machine? Time to get worked up one more time — *Perfect Dark* is almost here.**

The sassy 23-year old star of the show and super-spy in training, Joanna Dark, has the unenviable task of rescuing kidnapped scientists from the clutches of the malevolent dataDyne corporation. Once she's stealthily slid through the marble hallways of hate and popped a few guards (who grunt and fall over in the *GoldenEye* style), her mission becomes that of extraterrestrial chaperone, guiding "Greys" about a futuristic alien citadel deep beneath the Pacific.

And that's just one of the possible storylines. If you and a chum fancy taking on dataDyne and deviant government goons in tandem, you can assume dual roles in the newly-implemented Cooperative mode, featuring Joanna and her blond — and as yet unnamed — sister. Then there's the Counter Operative mode to get all excited about, which is a deathmatch with a twist. One player struggles into a tight kevlar bodysuit and prowls the levels while the other chooses from a



**SISTER, SISTER** Team Dark suit up and take dataDyne out with both guns blazing.



**SOFA, SO GOOD** Taking up tactical position behind an Ikea special, Dark fires away.

variety of evil agents (decked out in knee length leather overcoats, no doubt) on a mission to stop Dark at all costs. To round out the gun fun, the 19 deathmatch levels (including three from *GoldenEye*) allow you to unload one of 44 weapons (some with secondary fire functions) into the hides of up to eight "simulants" (bots), or three other players.

So everything's looking pretty sweet for *Perfect Dark*? Of course,

except for the lack of GameBoy Camera support. No longer can you scan your face, map it onto an enemy and shoot at it. Apparently, Rare had problems with the game crashing while implementing this feature, and this quite obviously had nothing to do with the "violence in video games" issue. Aside from this mishap, *Perfect Dark* is looking, well, pretty close to perfect.

- David Hodgson

## Perfection in the Dark

Joanna's taking her sweet time to arrive, so instead of replaying *GoldenEye 007* for the seventh time, remove the umbilical Nintendo controller from your hand and crave other types of entertaining perfection. In the dark. Here's our top five nocturnal hobbies.

**5 DEVELOPING FILM** — Buy a camera, shoot intimate pictures of your beau or belle with their legs akimbo, and send the images to all your friends when you break up.

**4 GETTING LAID** — With possible mixing of a little number five, what better vocation is there than getting down and dirty while your virtual vixen stands you up?



**3 VIEWING TURTLES** — Fly to Florida's Barrier Islands and as the moon glints over the water, crack open a beverage and check the sea turtles' dash for freedom.



**2 WATCHING BADGERS** — Forget the sharp teeth and lice, just hole up in a forest somewhere near a "sett" in the ground, and wait for the furry critters to emerge.



**1 SPELUNKING** — You probably "spelunked" for the first time when your body hair started growing in peculiar areas. Well, if your family explored caves, you did.



**THE BLUE ROOM** Ambient lighting, cold corridors, and a very tight stealth suit ensure Dark's covert op looks thoroughly spectacular.



# VIRTUAL ROCK CITY

Does **Guitar Freaks** make you feel like you're with the band or that you've got an axe to grind? **Metallica's Kirk Hammett** took it on the road. Paul Semel carries the amp.

**C**atch Kirk Hammett as he's about to go on stage and you'll see Kirk Hammett playing guitar. However, if you happened to catch Kirk when he was waiting to hit the stage of Chicago's Allstate Arena at the beginning of this year, during Metallica's "Metallica 2000" tour, you might've seen him with a very different guitar hanging from his shoulders, one that didn't have any strings to strum. That's because Kirk spent some of that time playing the PlayStation import game, *Guitar Freaks*, a new musical game from Konami that actually comes with an appropriately-shaped controller, even though it has no strings. Plugged into a PlayStation, and in full view of his amused bandmates and crew, Kirk gave this guitar game a good run for its money.

"It's a pseudo Explorer-shaped guitar. But more importantly, it reminded me of the very first guitar I ever had, which was a Partridge Family guitar."

## THE REAL DEAL

*Guitar Freaks* is now available for the PlayStation, but only as an import. Currently, Konami has no plans to release the game stateside.

**So be honest: how well did you do?**

It's funny, after playing guitar for so long, you'd think I'd excel at something like this, but I instantly became the laughing stock of the dressing room [laughs]. I was just flailing all over the place. But then I realized that you have to think about it in a band context, and you have to listen to the band — I was more worried about coordinating the colors to the keys and picking. Once I started listening to the band on there, I started getting better.

**Did you try the different modes and tunes?**

I did, and this is the funny thing: I sucked at the "Blues" one. I don't know what it was, I thought I'd do really well at it, but I didn't. My friend Greg, who's played with tons of blues guys — he used to be in Buddy Guy's band and plays with John Mayall now — he said, "Man, if this is anything like your blues guitar playing, I'm giving up on you." I was kind of embarrassed. The one I did best at was the "Fire" tune, which was 180 beats per minute.

**Your thrash metal roots came in handy, then?**

Yeah, exactly [laughs]. And boy, did they.

That was the furthest I got, on "Fire."

**Do you think that being a guitarist made the game easier for you?**

My knowledge of guitar playing didn't help one goddamn iota. I found myself using a guitar pick, too, and that didn't even help. So then I went and got James [Hetfield, Metallica's other guitar player], and he played it, and I was so relieved because he was just as s---ty as I was [laughs].

**So the other guys played the game....**

Yeah, I made sure James played it just for my own sanity, just to make sure I wasn't the only loser at this game [laughs].

**What did you think about the controller, did it feel like a real guitar?**

It gave me the sensation of reading notation more than anything else. The eye/hand coordination involved was very similar to actually reading music, and I was actually impressed by that.

**Have you ever owned a guitar that was shaped like that one?**

It's a pseudo Explorer-shaped guitar, and I have a few guitars shaped like that. But more importantly, it reminded me of the very, very, very first guitar I ever had, which was a Partridge Family guitar.

**Did it actually sound like a real guitar, though?**

Yeah, yeah, definitely. It sounded like a

## STAR PROFILE

**Name:** Kirk Hammett  
**Years as a gamer:** 18  
**Years playing the guitar:** 22



**Favorite game:**  
*Tempest* or *Defender*  
**Favorite guitar:**  
Gibson Flying V



**Latest Album:** *S&M*  
Two discs of Metallica taking on the heavy metal (especially those tubas) of the San Francisco Orchestra.  
**Website:**  
[www.metallica.com](http://www.metallica.com)



**HAMMETT UP** Kirk swaps his small plastic guitar for the real thing and rocks the house down.





Stratocaster through a Rockman, which is a signal processor. At least the "Blues" mode did. It had a good Strat sound.

**So will we be seeing you on stage with that thing anytime soon?**

[laughs] Ahhhhh....no.

**But do you think you'll play this game again?**

Not before a show; before a show, I have that on my mind, pretty much nothing else. But afterwards, in my recreational time, yeah, definitely.

**You guys are going to be taking some time off....**

Yeah, and I'm going to finish *Legacy of Kain: Soul Reaver*. I love the fact that I can feed on the soul of my enemies.

**Did you like the music in *Guitar Freaks*?**

It was all right. It was not something I would listen to recreationally, but it wasn't annoying either – it wasn't as bad as some music I've heard on video games.

The "Blues" part was easily the most listenable out of all of it, though it sounded like a sequencer playing the blues.

**Did you get any ideas for music from the game?**

Not really [laughs]. But then, you never know where inspiration can come from – it can come from someone tapping out a rhythm on a pipe, absent-mindedly – so I wouldn't say inspiration wouldn't come from playing this game. Maybe it would

come after playing the game all day and sucking at it and then picking up my guitar and thinking, "This is the real thing," and knocking out some great stuff.

**But you do seem to like this game, right?**

Oh yeah, it was definitely fun. And it was funny too, I was cracking up. Some of the bad notes I was hitting just cracked me up. Any game that can get a laugh out of me is one I'll come back to. **i**

## Celebrity Verdict

**GRAPHICS:** The graphics are secondary; I didn't even notice them.

**2**

**SOUND:** The sound was good, it definitely sounded like a guitar.

**4**

**CONTROL:** Very responsive, and the buttons are in the right places.

**4**

**PROS:** That you can get the feeling that you're actually playing a guitar.

**CONS:** The graphics. I don't think it's that detrimental because you're looking at the notes.

## Guitar Freaks

**OVERALL**

If you like to rock out and want to play guitar, but can't, this is fun to play.

**3**

OUT OF 5





# Tony Hawk's Pro Skater

Not content with conquering the PlayStation, Tony Hawk brings his deck skills to the N64.

## FACT FILE

DEVELOPER Edge of Reality PUBLISHER Activision GENRE Boarding PLAYERS 1-2 RATING E

## GAME GLANCE

- 30 Tapes to collect
- 11 Skaters with their own signature moves and skateboards
- 9 Courses to thrash
- 1 Alien on a dissection table



Get ready for the ride of your life. Old man Hawk is bringing his amazing *Tony Hawk's Pro Skater* to the N64, and cartridge life will never be the same.

Last year must have been rough for N64 owners. They had to keep going over to their friends' houses to get a chance to play *THPS* on a PlayStation. But now the tides have turned. *THPS* has landed on N64, and it looks even better than the original.

With the RAM Pack, *THPS* has cleaned up its act. The resolution is higher and the action is smoother, making the courses easier to navigate and the moves look sicker than before. Music quality has dropped a bit, but you can always play your own CDs on your stereo. All that re-

ally matters is that *THPS* looks better than ever and is just as fun.

*THPS* retains all the insanity that made the original so solid. The moves are fun, original, and relatively easy to pull off. Once you've gotten the grinds down and can flip with ease, the true beauty of the levels opens itself up to you. Each kickflip, grab, and grind you learn is a new word, every ollie is a punctuation mark, and the special moves are exclamations. Learn the courses, see how all it all hangs together, and soon you'll be putting your thoughts into coherent sentences of movement.

With nine courses filled with hidden paths to speak your moves onto, you can spend hours getting lost in this game. And if you feel like you've learned all you can, prove your skills against a friend in the two-player mode. This game is so good it's almost illegal, and you owe it to yourself to pick it up.

- Ed Lewis



**PIGS IN SPACE** Fueled by a jelly donut sugar rush, Officer Dick takes all of the kids to school in a Chicago skate park.



**OUT TO DRY** Jamie Thomas gets his hoodie wet on the Downhill Jam in Arizona.

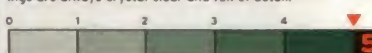
## The Verdict

### HOW THEY COMPARE

- TONY HAWK (N64)**  
Heaven is on four little wheels. Mr. 900 delivers the best skating game around once again.
- TONY HAWK (PS)**  
The amazing original gets a graphical comeuppance from the N64's RAM pack.
- 1080 BOARDING (N64)**  
The best snowboarding game around. Find life beyond the half-pipe.
- THRASHER S&D (PS)**  
Combo-heavy skating game with a classic hip-hop soundtrack.
- STREET SKOR (PS)**  
Skating game that blended tricks and racing into one incredibly bland mess.

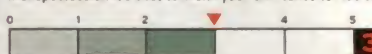
### GRAPHICS

- There's some pop-up in the distance, but your surroundings are always crystal clear and full of detail.



### SOUND

- The music gets old damn quick. Sound effects are decent, if unspectacular. It's best to crank your own tunes to ride.



### CONTROL

- Once you master the basics, busting out the big moves is a piece of cake. With quick hands, you can do anything.



## Tony Hawk's Pro Skater

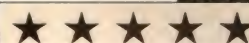
**PROS:** Levels worth exploring, tight graphics, sick moves, and a game that doesn't quit when you finish it just once.

**CONS:** That tricky hidden tape on the Downhill Jam, sleepless nights, loss of appetite, and callouses on fingertips.

### OVERALL

This is the best skateboarding game ever made. Pop it in, lock the door, and get ready to lose your tan.

**5**  
OUT OF 5



## Get in the Flow

Turn asphalt into fresh powder.



### ALL WHEEL DRIVE

Inspired by all flavors of board sports, the NoCal residents of Flowlab decided to combine all their interests with one skateboard: the new DCS board. With 14 wheels under one deck, the DCS lets you fluidly roll across a set of wheels instead of bending trucks. Brave riders can get as low as 45 degrees on a turn.



### FULLY ADJUSTABLE

The DCS is versatile enough to be customized for tight or loose turns. Tweak the system asymmetrically and the hard asphalt turns into water. Ride in one direction and it feels like you're surfing with the front end leading your momentum. Go the other way and you're snowboarding by sliding the back out in the turns.



### A SMOOTH RIDE

With a smooth ride available for every season, there's no excuse for staying inside. Get a good clean stretch in front of you, kick off, and let all your problems melt away as you get into the flow. For more info on the DCS check out flowlab.com



# Rayman 2: The Great Escape

Rayman elevates his game and finally makes it to the big leagues.

## FACT FILE

■ DEVELOPER Ubi Soft ■ PUBLISHER Ubi Soft ■ GENRE 3D Platform ■ PLAYERS 1-4 ■ RATING Everyone

## GAME GLANCE

- 3D Graphics
- 60 FPS
- 3 New bonus maps
- 21 Worlds
- 54 Areas
- 4 Player mini game
- Downloadable DC maps

**Mario... Sonic... Crash... The A-list of video game mascots is an exclusive club. Pull another seat up to the table fellas, because look who's coming to dinner...**

The N64 version of *Rayman 2* was a finely crafted game, but Rayman isn't exactly Sonic on the charisma scale. After all, he's cute, he's weird, and he's French, that's three strikes and you're out in our book. We fully expected the Dreamcast version to elicit the same response, but somehow Rayman has transcended our prejudices.

Predictably, the graphics went from "Wow, that's pretty!" to "Holy s—, that's beautiful!" The environments now stretch out to the horizon and are filled with small animations and details that make the worlds more alive and vivacious. *Rayman 2* easily ranks with the likes of *Sonic Adventure* in terms of



**SPEED JUMP** Some levels barely give you a moment of respite. It's jump or die.

the visual delight it inspires.

Beyond the graphics, the game has been refined and improved in practically every aspect. The control has been fine-tuned so that there is never any glitch or delay that will cause you to die unnecessarily during the unrelenting gameplay. New bonus areas mean that there are new discoveries even for those who've played the N64 game. If that's not enough, there's a new multiplayer mini game, and exclusive Dreamcast maps will be available for download on the Internet.

But perhaps most surprisingly, the more I've been exposed to Rayman, the more I've come to like him. Maybe it is the technical brilliance of the game that cannot be denied, or maybe it is his unyielding optimism that has finally chipped away at my cynicism. Regardless, you win, Rayman. The next thing you know, I'll be playing *Pokémon*!

- Roger Burchill



**HIP-NOSIS** The secret to Rayman's success? The hypnotic swirl in the background compels you to like the limbless Frenchman.

## The Verdict

## Rayman 2: The Great Escape

### HOW THEY COMPARE

#### ■ SONIC ADVENTURE

The coolest mascot ever returns from hiatus in a game of pure speed.

#### ■ RAYMAN 2

Rayman 2 may not be a mascot all-star, but the game warrants all-star status with its superb graphics and gameplay.

#### ■ DONKEY KONG 64

An N64 game? Well, Dreamcast platform games are scarce, and DK64 is excellent.

#### ■ ROCKET

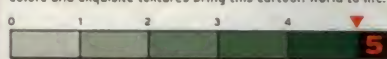
This newcomer is a relative unknown entity, but a surprisingly strong contender.

#### ■ SPYRO 2

Beautiful and fun, Spyro ranks high on the nauseatingly cute meter.

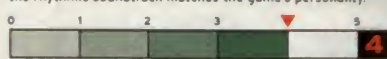
### GRAPHICS

■ The Dreamcast version outshines the N64 game. Vibrant colors and exquisite textures bring this cartoon world to life.



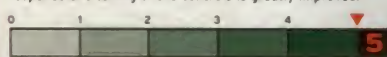
### SOUND

■ The Rayman language is just plain French weirdness, but the rhythmic soundtrack matches the game's personality.



### CONTROL

■ Optimum camera angles can be hard to come by, but the response and tuning of the controls is greatly improved.



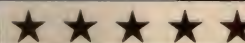
**PROS:** Head turning looks, nice blend of play styles, an appealing strangeness counteracts the cuteness.

**CONS:** Frustratingly hard at times. Rayman's low Cool quotient, and the game's most damning trait, he's French.

### OVERALL

You can try to resist, but you can't deny Rayman. The best thing from France since french fries.

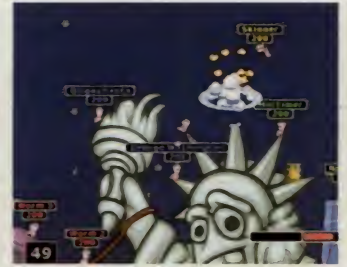
**5**  
OUT OF 5



## QUICK REVIEWS

### Worms: Armageddon

■ PLATFORM N64 ■ PUBLISHER Infogrames  
■ PLAYERS 1-4 ■ GENRE Strategy



**LITTLE OFF THE TOP** Mutant worms go at it on top of Lady Liberty.

*Worms: Armageddon* is the cutest strategy game you'll ever love. In turn-based play, you move little worms over a 2D map and attack your enemies with banana bombs, sheep, old ladies, and other bizarre implements of destruction. Instead of a cheap gimmick, this opens up tons of ways to play this game for hours. Single player teaches you how to play but leaves you high and dry once you've mastered the basics. Get some human competition and you'll discover the truly devious tactics that keep *W:A* fun for longer than you'd expect. - EL

**Overall**

★★★★

### Armored Core: Master of Arena

■ PLATFORM PS ■ PUBLISHER Agetec  
■ PLAYERS 1-2 ■ GENRE Mech Combat



**MECHANOLGY** Mix and match parts to build a custom killing machine.

Success in *Master of Arena* depends more on your adeptness at constructing an AC unit rather than your battle skills. The available parts options are simply mind-boggling, with practically everything open to upgrade. A mission-based Scenario Mode lets you earn money to enhance your Mech for the head-to-head Arena mode. The combat action can get monotonous, but if you're anal retentive and mechanically inclined, you'll be happy trying to build the perfect robot. - RB

**Overall**

★★★★



# QUICK REVIEWS

## Deception 3

■ PLATFORM PS ■ PUBLISHER Tecmo  
■ PLAYERS 1 ■ GENRE Puzzle Action



**NICE CATCH** Trapping the vagrants and smearing the walls with 'em.

Unleash the sick, sadistic bastard within in *Deception 3*. Staying true to the series, the goal here is to set up traps for people that attack you. Not your garden variety bucket of water pranks, but nasty pendulums, spikes, boulders, and other assorted viciousness. Get down with your bad self and you'll have your victims bouncing around in a massive pinball machine worthy of the Grand Guignol himself. Fans of the series will know exactly what to expect while newcomers will enjoy a great introduction to being evil. -EL

Overall ★★★★★

## Brunswick Bowling 2

■ PLATFORM PlayStation ■ PUBLISHER THQ  
■ PLAYERS 1-4 ■ GENRE Bowling



**LADY KILLER** When "stud" isn't getting strikes, he's striking out with ladies.

One bowling game was fine. In fact, it was refreshing to play *Ten Pin Alley* and roll the night away. A second bowling game? OK, make some adjustments, add some pros, no real complaints. But another bowling game...what the hell? How many improvements can you make to a game where you spin a ball down a lane and knock over ten pins? Bowling's played by balding men and drunk teenagers sucking down Budweisers as their mate with frontal ass picks up the spare. Spare us all, no more bowling games! -JR

Overall ★★★★★

# Daikatana

A blade holds the key...and no we're not talking about Ginsu knives.

## FACT FILE

■ DEVELOPER Ion Storm ■ PUBLISHER Kemco ■ GENRE FPS ■ PLAYERS 1-4 ■ RATING Teen

## GAME GLANCE

- 4 Eras
- 25 Weapons
- 80 Enemy types
- 1 Sword

**Years in the making, Daikatana once promised to be the most impressive and innovative first person shooter ever made. Well, promises are made to be broken.**

To fully appreciate the underachievement that *Daikatana* is, you've got to know the game's history. About three years ago, legendary game developer John Romero (of *Doom* and *Quake* fame) left id Software, founded Ion Storm, and began work on a revolutionary new first-person shooter for the PC called *Daikatana*. After numerous delays, budget overruns, and personnel changes, the vaunted title has somehow arrived on the N64 prior to its release on the PC. Why does this sound like a bad thing?

*Daikatana*, at its very core, is just another first-person shooter. You will wander through level after level of dungeons and corridors dis-



**HALL ME AWAY** A never ending series of corridors await our hero, Hiro.

patching enemies. Factor in some platform jumping, button pushing, and the endless quest to find the exit to a level and you have the basic formula. A "Innovative" RPG-like attributes system allows you to enhance and develop skills by acquiring power-ups and through your in-game performance. You can improve personal characteristics like speed, accuracy, and vitality, but it is often difficult to discern any noticeable improvement in your in-game performance.

Bad, instead of horrible, *Daikatana* is one of those innocuous disappointments that seem to populate our everyday lives. Like bad service in a restaurant, it's not significant enough to be seriously offended. But meaningless annoyances build up, and one day you'll crack and show up at your local mall packing some serious heat. Then, finally, you will experience that emotionally involving first-person shooter action that was so lacking in *Daikatana*.

- Roger Burchill



**MENTALLY HANDICAPPED** Enemies in the game seem incapable of any other action besides plodding predictably towards you.

## The Verdict

### HOW THEY COMPARE

#### ■ GOLDENEYE 007

A great adventure game the best multi-player action available on N64.

#### ■ ARMORINES

Superior graphics and a strong one-player game mark this as a great bug raid.

#### ■ QUAKE II

The classic PC first-person shooter enjoys a surprisingly good port to the N64.

#### ■ TUROK: RAGE WARS

A step backwards for the series, but adequate multiplayer action is entertaining

#### ■ DAIKATANA

The gameplay is functional but flawed, and offers no compelling reason to play it over some superb competition.

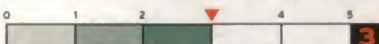
### GRAPHICS

■ Forget about PC level graphics, even in high-res mode the game is dark and drab and hampered by a shoddy frame-rate.



### SOUND

■ Music is at times haunting and evocative, but bad sound effects and lack of dialogue conspire for an eerie sparseness.



### CONTROL

■ The setup is functional after some practice, but switching weapons in the heat of battle remains an awkward exercise.



## Daikatana

**PROS:** Sword quest story line with Asian overtones, weapons galore, and mindless shooting action.

**CONS:** Graphical deficiencies, substandard enemy AI, uninspired rehashing of the first-person shooter formula.

### OVERALL

Considering its pedigree and potential, a game that could have been, and should have been, much better.

2  
OUT OF 5

★★★



# Track & Field 2000

Finger cramps fail to diminish Konami's gold medal performance.

## FACT FILE

DEVELOPER Konami PUBLISHER Konami GENRE Sports PLAYERS 1-4 RATING E

## GAME GLANCE

- 14 Events
- 12 Countries
- 4 Busted analog sticks
- 2 Game modes
- 2 Broken fingers

In the history of video games, no title has injured more fingers and fried more tendons than Konami's legendary *Track & Field* series. The painful competition continues with *International Track & Field 2000*, an extraordinarily exciting sports experience that will push both your endurance and joint durability to excruciating levels.

Ouch! How did you break my record? I can't go on. My damn finger snapped! These are probably the most common words and phrases you'll hear during a rowdy multiplayer competition of *Track & Field* (or, at least the ones we can print). What makes the game so remarkable that you continue playing long after your fingers swell and your wrist begins to crack? It's the simple fact that every grueling event pits you against your friends in a head-to-head competition where at the climax you can scream, "I'm better than you, and if you want proof, check the scoreboard." And

that's where the game's at its best – four friends in a room cursing and laughing as someone celebrates a win while the other three clutch their throbbing arms in a fit of terror and hilarity.

Each of the game's 14 events provides a unique challenge, from the Triple Jump to the Javelin, with specific events geared toward timing and others based on sheer speed. One disappointment, though, is that in Championship mode you only compete in eight random events, forcing you to endure painful contests like swimming, even if your arm begs you to stop.

But even with its few faults, *Track & Field* still manages to surpass gameplay expectations as it's the first in the series where timing and rhythm are just as important as how fast you can rub the buttons. Besides, the insane competitiveness makes it the most exciting and amusing four-player game currently available on the N64.

— Jon Robinson



## Dr. Simon Says...

We consulted Sports Therapist Dr. Simon Yu about possible injuries gamers could suffer while playing *T & F*. These are his thoughts:

### What injuries could someone sustain from playing too much *Track & Field*?

First and foremost, people could acquire tendonitis of the forearm and the elbow and could also possibly suffer ligamentous damage. It's funny, because these are the same injuries usually suffered by those who masturbate at an uncommonly high rate.

### Could any of these injuries have lasting effects on gamers?

It depends on the commitment of the player to the game. The casual gamers might suffer minor effects like tingling and numbness of the forearm and possibly the fingers, while serious gamers risk suffering severe stress traumas and acute strain of the wrist, forearm, and fingers. They also risk dramatic neuromuscular psychosis.

### Are there any treatments or preventive techniques to avoid injury?

There are many modalities and treatment methods one can seek out including pregame stretching, warm ups, and finger-tip push-ups prior to competing. If it's too late for you and you've already acquired the injuries, my best suggestion is to seek out chiropractic care.

### How do these injuries compare to the real injuries suffered by athletes in track & field competition?

It's different in a lot of ways because the athletes generally suffer injuries of the weight-bearing joints. The hard-core gamers usually only suffer from injuries to the arm and wrist...along with suffering a serious lack of any type of social life.

— Jon Robinson



**LAMAR IS MY HERO:** Use memories of the Nerds to throw for a world record.



**BUT I CAN'T SWIM:** Player one gets left on land as her competitors race for first.

## The Verdict

## International Track & Field 2000

### HOW THEY COMPARE

■ **INTERNATIONAL TRACK & FIELD 2000:** Incredibly ferocious four-player game. Your chance to prove who has the fastest fingers.

■ **WWF WRESTLEMANIA 2000:** Multiplayer mayhem with chairs and bats...oh, hell yeah!

■ **MARIO PARTY 2:** Enjoyable party games, but like *T & F*, one-player contests gets old.

■ **NAGANO WINTER OLYMPICS:** *T & F*'s winter counterpart. Too bad the events lack intensity.

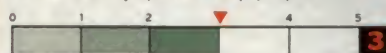
### GRAPHICS

■ Athletes move smoothly, although some of the women appear to have bigger packages than the men.



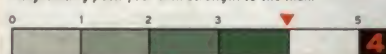
### SOUND

■ The crowd never cheers as loudly as they should, while the music fails to get you into the Olympic spirit.



### CONTROL

■ Timing's as important as finger speed, but events like weightlifting push your arm strength to the max.



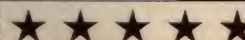
**PROS:** The ultimate four-player party game. Button mashing alone won't guarantee a win.

**CONS:** Events are random. One-player game can't compete with madness of multiplayer contests.

### OVERALL

Achingly addictive. The exhilaration of breaking records makes up for the twinge in your arms and fingers.

**5**  
OUT OF 5







# Crazy Taxi

Let's go make some crazy money – are you ready? Here we go!

## FACT FILE

DEVELOPER Sega of Japan PUBLISHER Sega of America GENRE Taxi cab driving, like crazy-style. PLAYERS 1 RATING T

## GAME GLANCE

- 16 Mini-games
- 8 Taxi driver licenses
- 4 Crazy special moves
- 4 Taxi drivers
- 2 Huge courses
- 1 Pedicab

Day three of the *Crazy Taxi* marathon. Grating Offspring/Bad Religion soundtrack turned off many hours ago. Fingers locked in a death grip, cramped and blistering due to questionable ergonomics of Dreamcast controller. My highest score so far is \$189 shy of the \$20,000 needed for the vaunted Crazy License, thereby making me merely Awesome. Must...get...crazier....

Who knew driving a taxi could be this much fun? Hustling fares probably isn't such a laugh in real life, but in *Crazy Taxi*, at least, it's the non-stop high-adrenaline thrill ride of the summer. *Die Hard 2* may have been described in similar terms, but *Crazy Taxi* actually delivers. And doesn't feature Bruce "Return of Bruno" Willis.

For those unclear on the con-



**AIRBORNE EXPRESS** B.D. Joe defies gravity and traffic laws to the delight of his fare.

cept, the object of *Crazy Taxi* is to pick up fares and get them to where they're going as quickly as possible. Priests need a lift to the church, pregnant women are hospital-bound, and spiky-haired punks are dying to get to Tower Records, KFC, The Original Levi's Store, or other brand-name corporate-sponsored destinations.



**NOTHING TO SEE HERE** Gus picks up some crazy combos by driving like a freak.

But just getting there isn't enough, you've got to do it in style. Crazy style. Luckily, Johnny Law turns a blind eye to cabbie-based automotive antics, at least in the *Crazy Taxi* world, so forget about driving on the right side of the road – or any other commonly accepted traffic conventions – all bets are officially off. The more, uh, out-





**Crazy Taxi** might even do for cabbies what *L.A. Law* did for lawyers — make them glamorous. Even the ones that look like Corbin Bernsen.



**INCOMING** Gena finds a better way to fight through rush hour traffic. Jump it.

landish, illegal and we-nearly-died maneuvers you pull off, like jumping over streetcars and threading the needle between two lanes of on-coming traffic, the more cash money you earn. Big tips and bigger fares bring you closer to the holy grail of *Crazy Taxi* drivers everywhere: the Crazy License, the ultimate in taxi driver chic (check out our strategy guide on page 102 to improve your skills).

Fans of the arcade game will be happy to know the Dreamcast ver-



**DALI TAXI CO** The mini-games get a little surreal. Yes, those are bowling pins.

sion hasn't lost much in the translation; in fact, there's a whole lot more to see and do, although arcade experts may have a little trouble adjusting to the Dreamcast's controller. There's a new course to explore in addition to the familiar arcade original, and the console conversion also gets a bunch of all-new mini-games, perfect for honing your mad-crazy skills or for turning a greenhorn into a crazy driftin', crazy jumpin' fool. Finish all 16 of them and you'll be well rewarded

A warning, though: *Crazy Taxi* is seriously addictive. Trying to rack up those 30-plus hit crazy combos can become an all-consuming obsession. Our only real complaint is that the game does suffer some slowdown on occasion, just like *Sega Rally 2*. We also wish there were some sort of career mode to give the game a little more long-term replay value.

As it is, *Crazy Taxi* is right up there with *Soul Calibur* in terms of Dreamcast video gaming bliss. It's a must-have.

*Crazy Taxi* might even do for cabbies what *L.A. Law* did for lawyers — make them glamorous. Even Corbin Bernsen look alikes.

- *Demian Linn*

## Crazy Taxi Driver

Real taxi driver gets really crazy in a taxi.



Alert readers may recognize Yuri Smilovitsky, official *incite* cabbie and taxi driver to the stars, from last month's ground-breaking taxi driver exposé. This time, we swap the wheel for a Dreamcast controller, and Yuri comes to grips with *Crazy Taxi*. Three hours and a pizza later, heated words are exchanged and we finally get our controller back.

### 1. SO HOW REALISTIC IS IT?

It's very realistic in that I'm going much faster than everyone else. I don't usually catch quite so much air, though. The trolley station looks like the one on Powell Street, but I don't remember seeing the Osmous Hotel in San Francisco. And what's all this about "The Original Levi's Store?"

### 2. WHAT'S IT MISSING?

Well, you should be able to jump out of the car and chase people on foot if they ditch a fare. And they don't make the usual taxi cab small-talk — "How 'bout that weather we're having?" — that kind of stuff. But, "You're one hell of a driver!" — I get that all the time!

### 3. WOULD YOU HIRE ANY OF THESE CABBIES TO WORK FOR YOU?

Gus looks the most like a real cab driver — bald and with a beer gut. I like the cut of his jib. We could use a man of his caliber.



**TAXI DRIVER'S TAXI DRIVER** Are you down wit' the old-time cabbies?

Photography by Rajat Ghosh



**PEDICAB DRIVER** Beat all the mini-games and this shiny new pedicab could be yours. It's the taxi of choice for the truly crazy.

## The Verdict

### HOW THEY COMPARE

#### ■ CRAZY TAXI

Arcade driving physics have never been more fun, and deeper than usual. One of the Dreamcast's best.

#### ■ SEGA RALLY 2

King of the more realistic racers...for the moment, at least.

#### ■ SPEED DEVILS

Another arcade-y racer, *Speed Devils* looks great, plays only so-so.

#### ■ TOKYO XTREME RACER

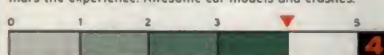
Racing around Tokyo highways starts to wear thin after a while.

#### ■ PEN PEN TRICELON

Great party game, but not so hot otherwise. A good renter.

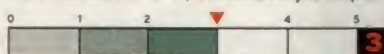
### GRAPHICS

■ Looks just as good as the arcade, but some slowdown mars the experience. Awesome car models and crashes.



### SOUND

■ Good sound effects and funny vocal samples (Priest — "You're one hell of a driver!") but soundtrack gets old quick.



### CONTROL

■ Moments to learn, but surprisingly deep. Special moves like the crazy drift and crazy start are key.



## Crazy Taxi

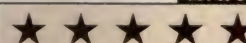
**PROS:** Looks great, unbelievably addictive, and with more depth than most arcade conversions.

**CONS:** Non-Offspring and Bad Religion fans will hate the soundtrack, occasional slowdown is annoying.

### OVERALL

One of the most fun video games you can buy for any platform and a good reason to own a Dreamcast.

**5**  
OUT OF 5





QUICK REVIEWS

# South Park Rally

■ PLATFORM N64 ■ PUBLISHER Acclaim  
■ PLAYERS 1-4 ■ GENRE Cart racing



**BEAM ME UP, CARTMAN** Zap opponents into a Shirley Temple-like trance.

Don't expect much more than slightly better graphics in this Nintendo 64 version of the PlayStation abomination. All the confusing gameplay, mind-boggling physics, and poor control are still in place. Worst of all, you'll still have trouble finding the track, since your only directional clues are the occasional arrows that pop up when you've gone the wrong way. Fans will get a few chuckles out of the creative show-inspired weapons and Matt Stone and Trey Parker's voices, but even the funniest gags can't make up for a frustrating, utterly substandard gaming experience. -AC

Overall



# Virtua Striker 2

■ PLATFORM Dreamcast ■ PUBLISHER Sega  
■ PLAYERS 1-2 ■ GENRE Soccer



**GIVE AND GO** Brazil puts the moves on some poor unfortunate country.

There's good news and bad news. The good news is that this is the nicest looking soccer game we've ever seen on a home console. The bad news is that VS 2 doesn't play anywhere near as well as it looks. This game is an almost perfect arcade port, but that means gameplay lacks the kind of depth that console gamers expect. Moves are limited and don't actually happen until a second or so after you've hit the button, there's only one camera angle, no user-controlled replays, no player names...in other words, very disappointing. -DL

Overall



# Colin McRae Rally

Take on Colin McRae, a.k.a. The Flying Scotsman, in his own game. And lose.

## FACT FILE

■ DEVELOPER Codemasters ■ PUBLISHER SCEA ■ GENRE Rally racing ■ PLAYERS 1-2 ■ RATING E

## GAME GLANCE

- 42 Stages
- 8 Rallies
- 8 Standard cars
- 4 Secret cars
- 4 Single-player mode
- 4 Special stages

Ever wonder what it might be like to have Groundskeeper Willy, everyone's favorite Scottish stereotype, riding shotgun while you take a nice country drive? Probably not. Nevertheless, pick up a copy of *Colin McRae Rally* and you can live the dream.

As far as American pastimes go, rally racing isn't really up there. Not that watching high-powered racecars blasting down public roads isn't exciting, it's just that hotdog and beer vendors are hard to come by out in the middle of the forest.

Of course, who wants to watch when you could be in the driver's seat? *Colin McRae Rally* puts you there, right next to Colin's real-life navigator, one Nicky Grist, a rela-



**NOTHING TO SEE HERE** Showboating for the spectators in a Ford RS2000 in Corsica.

tively mild-mannered Scottish chap who will give you a telling-off if you're really crap. Luckily, there's a Rally School mode to help you learn the basics if you're having trouble.

Rallies take place over six stages, often incorporating different road surfaces and weather conditions. After completing one or two sections you can repair your car and tweak it for peak performance. Cars race one at a time, so you'll never see your competitors, except on the "Super Special" stages or versus mode. It can get lonely out there, but that's how rally racing is, and hey, you've always got Nicky.

*Colin McRae Rally* has been on sale in Europe since 1998, so it's disappointing that we're just getting the game. Especially considering a sequel is due out (there) this month. But for driving sim fans - meaning those who have already finished *Gran Turismo 2* - *CMR* deserves to be on your must-have list.

- Demian Linn



**MUD BOGGIN'** A mud-splattered Corolla WRC car slips and slides around a stage during the Indonesian rally.

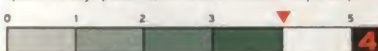
## The Verdict

### HOW THEY COMPARE

- **GRAN TURISMO 2**  
Rally mode not quite as deep, but then there's the rest of the game...
- **V-RALLY 2**  
Slightly less realistic, but with huge replay value and four-player support.
- **COLIN MCRAC RALLY**  
The choice for hardcore rally fans: our only complaint is that it's over a little too soon. Give us *CMR 2*!
- **RALLY CROSS 2**  
Arcade-style dirt track racing with a whole lotta trucks.
- **TD OFF-ROAD 3**  
Lots of licensed cars, but the physics model leaves much to be desired.

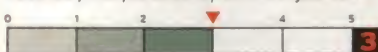
### GRAPHICS

- Nice weather and environment effects (cars get dirty, splash through puddles), but draw-in occasionally annoys.



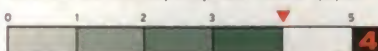
### SOUND

- Good engine and driving sound effects, plus helpful commentary from your man Nicky Grist. No in-game music.



### CONTROL

- Power-sliding as art. Twitchy steering soon becomes second nature, and sensitivity is adjustable. Excellent physics.



## Colin McRae Rally

**PROS:** A highly detailed rally sim, with realistic physics, good graphics and tight controls.

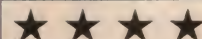
**CONS:** Non-rally fans won't understand what the fuss is about. Racing against the clock sometimes gets boring.

### OVERALL

Rally and driving sim fans will love *Colin McRae Rally*; others won't. But where's *CMR 2*?

4

OUT OF 5





# WWF Smackdown

The WWF kicks its shiznit doggy style, but will its game be the cat's ass?

## FACT FILE

■ DEVELOPER Yukes ■ PUBLISHER THQ ■ GENRE Wrestling ■ PLAYERS 1-4 ■ RATING Teen

## GAME GLANCE

- 36 Wrestlers
- 20+ Weapons
- 8 Rings
- 4 Backstage areas
- 1 Special ref
- 2 Puppies
- 0 Kittens
- 0 Shots of a naked Mae Young (thank God)

Everyone already knows that pimpin' ain't easy, but judging by recent wrestling games, maybe the Godfather should shout, "Gamin' ain't easy!" Fortunately for WWF fans, an exceptionally exciting wrestling experience has finally arrived on the PlayStation. Play it once and all other wrestlers become obsolete. Play it twice and you'll be cyber-fighting a friend on Thursday nights as you tape the "real" thing.

In the past, the reason most WWF games never got off the mat was because even when their matches appeared smooth, you just never felt like you were actually experiencing an episode of "sports entertainment" television. And let's face facts, Jack, if it wasn't for the male soap opera angles, interviews, and backstage brawls, even with its unbelievably talented athletes, the WWF would be about as popular as watching the Pro Bowlers Tour.



**BUSTIN' ANKLES** Ken Shamrock snaps a leg off some freaky looking created wrestler.



**ELBOWS AND EYEBROWS** All of The Rock's signature moves are on display, from the Brahma Bull to The Rock Bottom.

WWF gaming is set to change with *WWF Smackdown*. This forces you to forget about past flops by delivering not only the fastest, fiercest wrestling action yet, but the lam-bastical lunacy that until now has only been reserved for late night television and pay-per-views.

While playing through a WWF season, your character will develop relationships with other wrestlers that range from allies to rivals. You'll get jumped by opponents behind the curtain, and you'll occasionally run to the rescue of other wrestlers, beating them off with

bats and broom sticks. Your wrestler will even grab the mic and cut short promos telling the audience how he can't wait to choke the charisma out of The Road Dogg, Y2J, and even The Rock.

Outside of season mode, *Smackdown* also provides almost every type of match imaginable, from the raucous Royal Rumble to knockout collisions in boiler rooms and kitchens. Additionally, the game showcases all of the moves and personality of the WWF.

From the fights inside the ring to the undeniably imaginative and innovative Season mode, *Smackdown* flexes its muscle with every step, leaving wrestling fans dizzied, dazed, and demanding a rematch.

- Jon Robinson



**BREAK THE WALLS DOWN** No one ever... ever escapes from The Walls of Jericho.



## The Verdict

### HOW THEY COMPARE

#### ■ WWF SMACKDOWN

Undeniably the best wrestling game to ever grace the PlayStation. A game to reckoned with for years to come.

#### ■ WWF ATTITUDE

Why do all of the wrestlers look constipated when they walk around the ring?

#### ■ POWER MOVE PRO

No real wrestlers, but plenty of personality and gameplay.

#### ■ WCW MAYHEM

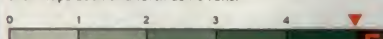
Extremely fast. Other than that, though, *Mayhem* delivers nothing but rope burn.

#### ■ WCW/NWO THUNDER

Like the *Thunder* TV program, no one really cares.

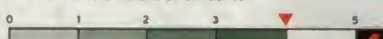
### GRAPHICS

■ Wrestlers are size-proportioned to add realism. Y2J's hair even flaps back and forth as he runs.



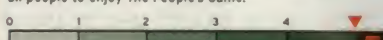
### SOUND

■ The game would've been perfect with the addition of wrestler sound bites and an announcer.



### CONTROL

■ *Smackdown*'s simple button commands make it easy for all people to enjoy *The People's Game*.



## WWF Smackdown

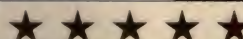
**PROS:** Backstage brawls, backstage wrestler interaction, WWF superstars move and look more realistic than ever.

**CONS:** Only 36 wrestlers, no blood, no ladder match, no Too Cool (if you don't know me, you ain't my homie).

### OVERALL

Finally, The Rock has come back to the PlayStation, and The Great One's game lives up to his nickname.

**5**  
OUT OF 5





# Die Hard Trilogy 2

Note to John McClane: Never, ever leave home again

## FACT FILE

DEVELOPER N-Space PUBLISHER Fox GENRE Action/Shooting/Driving PLAYERS 1 RATING M

## GAME GLANCE

- 3 Game styles
- 2 Play modes
- 28 Levels
- 12 Weapons
- 5 Damage quadrants

Sometimes you just want a game that makes you say, "Yippie-ki-yay, Motherf---er!" as you go in with your guns blazing.

Like the movie series that inspired it, *Die Hard Trilogy 2* is all about big action, big guns, and big explosions. As long as you don't go in thinking that you're going to get some profound insight into the human condition, you'll be happy with the mindless fun contained here.

In the continuing story of the unconventional cop John McClane, the ubiquitous international terrorists are up to their dastardly deeds in Las Vegas, and McClane is there with a tank top, a five o' clock shadow, and some major firepower to save the day.



**BLOW A TIRE** There is something basic and wonderful about driving and crashing.

The sequel offers a third-person romp, a first-person light gun game, and an extreme driving game like the first, but there's more cohesiveness this time thanks to a Movie mode and its linked cut-scenes. The different games can be accessed individually through an available Arcade mode, if you prefer to pass on the story line and have at it.

But none of the three games elevates itself above average. The third-person adventure game is unoriginal, and the control is limited with neither a jump nor a crouch command. The driving is standard chasing, and nowhere near *Driver's* quality. The gun game holds up best, but it's a *Virtua Cop* rip off.

Not exactly a ringing endorsement, eh? But strangely, when all three game modes are in one package, the game holds up pretty well. After all, how can you go wrong with gunfights, explosions, and blood-spurting action?

- Roger Burchill



**TERROR IN JUDGMENT** Wherever there's dark, non-descript corridors, you can bet there's going to be international terrorists.

## Getting In the Zane

The sounds of dying hard - courtesy of Lil' Zane



Adding the final touch to the already damn explosive *Die Hard Trilogy 2* soundtrack (which features tracks from Black Rob, Tony Touch, Fuzzbubble, Lin Que) comes the game's main theme, courtesy of Lil' Zane. We checked in with the man himself, and found out his real thoughts on video game tunes.

**What rap songs would you like to see appear in upcoming games?**

For the action games I'd like to hear songs from 2Pac, Master P, and the Cash Money Clique, bounce music, something that is as action packed as the games themselves.

**What recent rap videos would make the best video games?**

"Money Stretch" (Lil' Zane), "Worldwide Renegades" (Da Howg f/Lil' Zane) and "U-Way" Youngbloodz.

**Do you think that video game soundtracks will ever become as big as movie soundtracks?**

The future of video games is to incorporate the music people live with to the games they play.

**Are you interested in continuing to make music for video games?**  
Definitely.

**What do you think of game music?**  
It's cool but it could be better. Many video games now have corny melodies like cartoons. Using music we hear in our every day lives will make playing the games that much more intense and relatable.

**Will you ever sample sounds/voices from video games in future songs?**  
Possibly.

## The Verdict

### HOW THEY COMPARE

#### ■ METAL GEAR SOLID

Proof that action games can be much more than mindless shooting.

#### ■ SYPHON FILTER

Is this still a sleeper hit? Not brilliant, but an action game done very well.

#### ■ DIE HARD TRILOGY 2

A game greater than the sum of its parts. You're just not going to find a "T" rated game as entertaining as this one.

#### ■ MISSION: IMPOSSIBLE

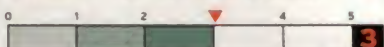
An ambitious spy thriller that never quite fulfills its potential.

#### ■ TOMORROW NEVER DIES

Another case of a game license overshadowing proper development.

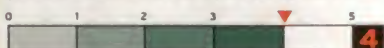
### GRAPHICS

■ Average PlayStation visuals. In other words, it's ugly, but we're used to it. Frame-rate is shoddy but adequate.



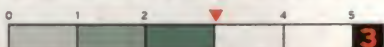
### SOUND

■ Driving techno rock soundtrack fits the "Action! Action!" gameplay. Repetitive sound bites get annoying after a while.



### CONTROL

■ More basic than basic. McClane can't do much more than walk and shoot, but you can still get creative with your kills.



## Die Hard Trilogy 2

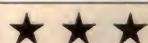
**PROS:** Three games in one, appropriate storyline, straightforward gun blazing action, explosions galore.

**CONS:** Mindless, rather than compelling, fun. Bare bones control systems. Not too pretty to look at.

### OVERALL

The perfect game for "real men" - the more beers you drink, the more fun you'll have.

**3**  
OUT OF 5





# Hot Shots Golf 2

How many strokes does it take for Sweet Tooth to beat off a gecko?

## FACT FILE

■ DEVELOPER Clap Hanz ■ PUBLISHER Sony ■ GENRE Fantasy Golf ■ PLAYERS 1-4 ■ RATING E

## GAME GLANCE

- 10 Golfers
- 3 Hidden characters
- 2 Courses
- 5 Hidden courses
- 1 Insane clown
- 1 Green gecko
- 1 Medieval skeleton
- 6 Game modes

Just when you thought it was safe to set foot on the green, the freaks of golf return, adding Gex, Sweet Tooth, and Sir Dan Fortesque to the sideshow lineup of nerds and fat bastards. Can O.J. be far behind?

**H**ot Shots Golf 2 takes everything you hate about golf – slow pace, wrinkly old white men in knickers, silent crowd – and flips it into a fast-paced video game packed with crazy-looking characters and chattering contestants. Up to four rivals can stroke their balls from hole to hole, competing for rankings, stature, and hidden players. During multi-player games, you can even taunt your opponents by pressing a noise button that will make the crowd cheer, jeer, and generally annoy other golfers, especially when they're attempting to line up a game-winning putt. Other highlights include weather variables that let you play in snow and rain, a tutorial



**BIG OL' PUTT** Spike sinks a short putt then begins break dancing on the green.

for fans not accustomed to swinging a cyber-shaft, and some hilarious character animations including a bald man who swings so hard, his toupee jumps off his head. Even gamers who don't like golf will get enough enjoyment out of the game to warrant a purchase...besides, the only other time you'll see a clown and a skeleton shooting the links is when Bill Murray and Calista Flockhart play the Pro Am.

- Jon Robinson



**SLICE, SLICE, BABY** Make kindling of the trees before they destroy your game.



**BYE BYE BIRDIE** Jesse looks in the hole to find her ball and the lead.

## THE REAL DEAL

Check out the Masters from Augusta, Georgia on April 6-9 on CBS.

## The Verdict

### HOW THEY COMPARE

- **HOT SHOTS GOLF 2**  
The anti-golf golfing game, with humor and excellent features. No wonder it's the only one that's fun.
- **HOT SHOTS GOLF**  
The original in the series still has legs, but the sequel's better.
- **TIGER WOODS 2000**  
A golfing sim for those who care more about clubs than entertainment.
- **PGA TOUR '99**  
Slow game features Fuzzy Zoeller – is he any relation to John Rocker?
- **CYBER TIGER**  
Hot Shots rip-off with deformed Nike hero. Not for those over 12.

### GRAPHICS

- Characters celebrate dynamite shots and balls catch on fire. You can even break branches off trees.



### SOUND

- Repetitive voices and scant crowd reactions fail to keep pace with the rest of the game.



### CONTROL

- Simple swing meter enables everyone to play on par, although the computer sometimes makes impossible shots.



## Hot Shots Golf 2

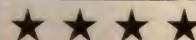
**PROS:** Quick gameplay, weird golfers. Smacking a long drive as Sweet Tooth or Gex.

**CONS:** The same phrases pop up over and over and over and over. No matter how you mask it, it's still golf.

### OVERALL

The only golf game you can buy that your friends will still think you're cool if caught playing.

**4**  
OUT OF 5



## QUICK REVIEWS

### Wild Metal

■ PLATFORM DC ■ PUBLISHER Rockstar Games  
■ PLAYERS 1-2 ■ GENRE Action



**STAY HOME** To boldly go where no sane gamer would willingly go.

A futuristic tank game for the powerful new Dreamcast system seems like a can't-miss proposition. Well, this game couldn't hit the broad side of a barn. Locate and capture eight power cores on each of 21 levels set on three alien planets. Along the way you'll acquire different weapon upgrades to utilize in some of the most uninvolved combat in the known universe. You'll spend most of your time searching for those power cores, an experience that is strangely like wandering around your house looking for your car keys. - RB

**Overall**

★★

### Tarzan

■ PLATFORM N64 ■ PUBLISHER Activision  
■ PLAYERS 1 ■ GENRE Action/adventure



**PACHYDERM MAYHEM** As the stampede closes in, Tarzan continues to collect.

Graphically improved from the PlayStation version, Nintendo users now get their shot at Disney's *Tarzan*, a 3D platformer that puts you in the role of the legendary vine swinger to collect coins and fruit and battle baddies. But just like Trix, this game is for kids. Much of the game closely resembles the fun, cutesy *Crash Bandicoot* series; there's even a chase level like the Pura the Tiger-riding stage in *Crash: Warped!* Unfortunately, *Tarzan's* environments aren't as creative, and the levels get repetitive and monotonous. Save this one for your 10-and-under siblings. - AC

**Overall**

★★★



# Fear Effect

Move over Lara, there's a new girl in town. And she's packing some major heat.

## FACT FILE

DEVELOPER Kronos Digital Entertainment PUBLISHER Eidos Interactive GENRE Cinematic Adventure PLAYERS 1 RATING Mature

## GAME GLANCE

- 4 CD-Roms
- 3 Playable characters
- 5 Worlds
- 1 Missing daughter
- 90 Million in ransom

**The search for a missing daughter of a Chinese crime lord could be the key to unimaginable wealth. But for that kind of money, is there anyone you can truly trust?**

The idea of a playable movie is a Holy Grail for the game industry. But as appealing a concept as an interactive film is, it is nearly impossible to create a synthesis between two mediums that are so different in their structure. Why?

A movie, by its very nature, is a linear medium in which the path of a story is preordained. The director decides how you will experience the journey and what the ultimate payoff will be. A game, on the other hand, is a far different beast. The game designer determines how a journey ends, but the player is offered far more latitude on how to reach the final destination.

Now, you may be wondering why I'm rambling on about the theoretical properties of movies and games. But to truly appreciate *Fear Effect*, you need to understand why



**FLOWER GIRL** What ever happened to peace, love, and understanding? For Hana Tsu-Vachel they were lost on the mean streets of Hong Kong. Now she's got the looks that kill.

it succeeds in some ways and falls short in others. The key to this understanding is appreciating the divergent natures of films and games.

From the first instances of *Fear Effect*, you will be blown away by the unique visual experience that Kronos has created. *Fear Effect* uses the fixed camera approach of *Resident Evil*, but unlike that se-

ries, which utilizes 3D characters over 2D pre-rendered backgrounds, *Fear Effect's* characters and backgrounds are created entirely in 3D with polygons. Since there is no loading of pre-rendered backgrounds, the action moves seamlessly from one area to the next. Kronos also meticulously colored and detailed everything in the envi-

## 24 Play Graph

Charting the reviewer's emotional state from the moment the power's turned on to his or her eventual lapse into catatonia, a broken, gibbering shell of a human.

### OBSESSED



A blank stare. No response to prodding. Game nirvana.

### ENTHUSIASTIC



Wild gesticulations and great game action combine.

### HOPEFUL



Promising gaming elements galvanizes the player.

### DISINTERESTED



A lack of excitement fails to entice, with optional yawning.

### UNCONSCIOUS



Connptions brought on by boredom leads to a comatose state.

**HOUR 3** The Lam building is history, but not without a price. If only I could read the game designer's mind....

**HOUR 8** First the shower scene, then the towel scene, and now, a little outfit change for our favorite new heroine.

**HOUR 15** There have been more plot twists and revelations than zombies or demons, and that's saying something.



**HOUR 0** This looks like *Blade Runner* with a babe. I'm warming up to this "playable movie" idea.



**HOUR 11** Not the first puzzle, and not the last. If only puzzle solving involved more than memorizing the scenery.



**HOUR 17** Damn, the final boss is hard! Until you know the secret, that is. I hope the endings are worth it.

**HOUR 18** With four of five endings down, and all the reasons revealed, is the game worth another run through for one last ending? Hmm....

24 HOUR PLAY-BY-PLAY>

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24





**HELL IS FOR CHILDREN** Hana's search for a missing girl leads to disturbing revelations.



**NO DOWN** Enemies lurk everywhere, even in the back rooms of a Chinese brothel.

ronments individually, thus avoiding the bland textured look of *Tomb Raider*. The result is a game that looks like a living, breathing, anime movie, and the prettiest PlayStation game of the year.

Throw in a story that's got the grit of a *Blade Runner* movie, the action of an Indiana Jones film, and more plot twists than a Tarantino film, and you've got some compelling fare. You even get to play different segments as each of the three protagonists, Hana Tsu-Vachel, Royce Glas, and Jakob "Deke" Decourt. Not your traditional cast of heroes, each character is shady, untrusting, and ruthless, and you're never quite sure if you like any of them. As you search for the missing daughter of a Hong Kong crime lord, you're exposed to mature doses of sex and violence. There's nothing here you haven't seen on cable, but the game does have a "Rated R" air about it.

As intriguing a property as *Fear Effect* is to watch, the gameplay has a few lapses that keep it from true greatness. Chief among these is the "scroll through" inventory system. Imagine running out of bullets for your assault rifle in the



**PUZZLING EVIDENCE** Be observant. Nothing is ever as gratuitous as it seems.



## DEFINING MOMENTS

### First Impressions

Yes, there is a defining moment in *Fear Effect*. In fact, there is a whole slew of them. But if I told you about any of them, I'd have to kill you. The point being, all the great moments in the game are tied to major plot twists and revelations. The strength of the *Fear Effect*'s storyline is ultimately the backbone of the game. To reveal even one of these moments would detract from your full enjoyment of this mature and stylish offering. For those of you waiting for video game with a bit more meat on its bones, your ride has arrived.

Roger Burchill



**STEALTH INSURANCE** Don't be fooled by your considerable arsenal; the key to survival is silent and efficient kills. Sloppy hits increase your fear and reduce your accuracy.



**ANOTHER WORLD** Superb art direction gives *Fear Effect* a unique style and look.

heat of battle, and then having to push a button about a half dozen times in order to access another weapon. Unless you master this button ballet, you'll be dead before you can say, "Chinese fire drill."

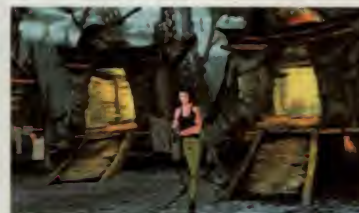
The puzzles that occasionally pop up in the game are another hit-and-miss proposition. They are often quite obscure, and if you are left to your own logic, you could be there quite a while. Mercifully, the answers to each puzzle are disguised within the game's environments. But the fact that you just need to be vigilant to solve the puzzles demeans the challenge.

Finally, despite coming on four CD-Roms, *Fear Effect* comes up a

little short. You can expect about 20 hours of gameplay, give or take a few hours depending on your skill. There are five endings, but you can access all but one by going back to one of your last saves and changing a decision. The game must be played through on the hard setting to access the fifth and final ending.

*Fear Effect* ultimately compares quite favorably to the classic adventure games available on PlayStation. While it can't match gameplay of *Metal Gear Solid* or *Resident Evil*, you'll still have a great time playing the game. Just think of it as a movie you don't want to miss.

- Roger Burchill



**LONE WOLF** The Chinese version of Hell is a cold and desolate place fraught with peril.

## The Verdict

### HOW THEY COMPARE

#### ■ METAL GEAR SOLID

Snake and bane. The master of tactical espionage still rules the PlayStation.

#### ■ RESIDENT EVIL 3

The latest installment has Jill's miniskirt attracting more unwanted attention.

#### ■ FEAR EFFECT

Twists, turns, and terror mark this newcomer's impressive debut. A stylish thriller that all adventure fans must play.

#### ■ LOK: SOUL REAVER

A gore-filled tale of vampires and revenge. The only minus is a weak ending.

#### ■ TOMB RAIDER: TLR

Lara's back, but it's her front we're interested in. A good, but familiar game.

### GRAPHICS

■ Character animation are stiff and robotic, but the gorgeous look puts it in the PlayStation graphics hall of fame.



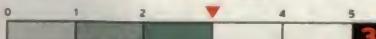
### SOUND

■ The soundtrack is the best original game music in recent memory. Superior voice acting and sound effects as well.



### CONTROL

■ Directional orientation can become confusing at times. Scrolling inventory system is awkward and frustrating.



## Fear Effect

**PROS:** The look, the feel, the plot twists, and Hana's shower scene. Grown up themes are a welcome change.

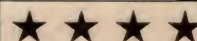
**CONS:** Overly linear gameplay, the inventory system from Hell, obscure puzzles, and the game is a bit short.

### OVERALL

Not the mythical interactive movie, but a game well worth playing, and watching.

4

OUT OF 5





# Syphon Filter 2

Gabe Logan parachutes in for a *Metal Gear*-like sequel that's rock solid.

## FACT FILE

DEVELOPER 989 Studios ■ PUBLISHER 989 Studios ■ GENRE Action ■ PLAYERS 1-2 ■ RATING M

## GAME GLANCE

- 25 Weapons
- 20+ Levels
- 8 Lian Xing-only levels
- 2 Playable characters
- 1 Deathmatch mode

With a plot that a resurrected Albert R. "Cubby" Broccoli himself would be dying to produce, *Syphon Filter 2* proves two facts: you don't need to be Bond to be brilliant, and that *Tomorrow Never Dies* was even more of a serious insult to stealth gaming fans than we previously thought.

Of course, Gabe Logan has the prerequisite "ruthlessly suave" demeanor, but he runs like a fatigued Roger Moore with a pole shoved up his backside. Aside from this glitch in the motion-capture, Gabe's latest excuse to execute evil-sounding Eastern Europeans is his most intense and enjoyable yet.

This game has every typical formulaic level that a covert operative craves — from a parachute jump over the Rocky Mountains to the streets of Moscow, along with the obligatory "stop the train by vaulting across its roof slaughtering kevlar-coated enemies" stage.

Gabe's latest excuse to execute evil-sounding Eastern Europeans is his most intense and enjoyable yet.



**GREEN DAY** Night goggles atop a train allows dumb guards to be seen in green.



**LOCK AND EXPLODE** Close combat with grenades? Not advised in two-player mode.

This worldwide adventure has you (as Gabe or his attractive comrade, Lian Xing) dashing across courtyards, zapping guards with Tasers, using sniper rifles to punch bullet-sized holes through foe's necks, and then cursing when you're spotted and have to run, serpentine style, to a nearby wall to hide.

Or you could just run up to your chump-like enemy and circle him while he fails to move from his position. This is where the reality aspect of the game vanishes, as enemies lack the artificial cojones to defensively fall back.

Aside from the annoying adversaries, the *GoldenEye 007* aspects of the superb two-player mode and the variety of scenery in which your weapons combat and sneaking takes place in the one-player game ensures a diverse and entertaining series of stealth exploits. *Tomorrow Never Dies*, this ain't.

- David Hodgson

## Gift of the Gabe

Don't know what to buy the stealth espionage agent in your life? Don't worry about it, we've consulted Gabe Logan and done the shopping for you. Well, until we saw the prices....



### Night Vision Goggles

Switch off all the lights in your house and wander around looking through a green haze. It'll look cool, trust us. You'll spot heat from a distance of 500 feet. All this fun for only \$2500? Where do I sign?

<http://www.lcache.com/>



### Kevlar Armored Vest

Struggle into this \$400 vest and you'll feel a lot less athletic, but any stray bullets that hit your torso simply knock the wind out of you rather than creating an exit wound the size of your fist. So you're safe. Unless a gunman aims for your head.

<http://www.hsarmor.com/>



### Stealth Cardboard Box

What operative Logan is really missing is the staple infiltration device of stealth operatives. Just as long as the agent in your life isn't sneaking into an enemy installation with infrared scanning, this works amazingly well. Just ask Solid Snake.

<http://www.instabox.com/>

## The Verdict

### HOW THEY COMPARE

#### ■ METAL GEAR SOLID

The cream of the espionage crop, this is more polished and easier to control.

#### ■ WINBACK (NG4)

Nintendo's only excuse to enter fatigues is a tense one and two-player experience.

#### ■ SYPHON FILTER 2

An entertaining ride with a superb two-player assassination fest, but some annoyingly cheap enemies along the way.

#### ■ SYPHON FILTER

Stops short of being amazing due to questionable voices and guard confusion.

#### ■ MGS VR MISSIONS

Endlessly devious *Metal Gear* levels. Entertaining until you lose your mind.

### GRAPHICS

■ Arenas are linear, and enemies are scarily deficient in the polygon department, but the level variety is entertaining.



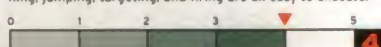
### SOUND

■ Entry wound and gun sounds are all spot-on. The music is guaranteed to keep paranoia at Ross Perot insanity levels.



### CONTROL

■ Although looking amusingly silly when strafing and running, jumping, targeting, and firing are all easy to execute.



## Syphon Filter 2

**PROS:** Involved missions, believable plot, a superb two-player mode, and amusingly devastating weaponry.

**CONS:** Warping scenery, close quarter combat with retarded foes, some amateurish voiceovers.

### OVERALL

Gabe's finest hour, and this year's best stealth video game. Lock, load, and purchase with minimal hesitation.

**4**  
OUT OF 5





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# Ace Combat 3 electrosphere

Namco takes to the skies again, and *Ace Combat 3* is locked on target.

## FACT FILE

DEVELOPER Namco PUBLISHER Namco GENRE Flight Shooter PLAYERS 1-2 RATING Everyone

## GAME GLANCE

- 36 Missions
- 22 Flyable aircraft
- 14 Enemy aircraft
- 14 Weapons
- 2 Player mode
- 1 Highway to the Danger Zone

Who among us hasn't coveted the opportunity to utter those immortal words, "Too close for missiles, I'm switching to guns!"

There's always been a debate about what constitutes a good flight game. PC players laud simulation aspects, while arcade-style flight freaks have a fit if you can't go straight up for perpetuity at 50% thrust. *Ace Combat 3* is a happy medium between these two extremes, discarding the anal retentive aspects of a flight simulation, but not completely abandoning realistic flight dynamics either.

The result? You've got one fine flight action game here with a gorgeous array of rides, including the



**SUCK IT** It's always good to stop for a Big Gulp after a little airborne action.

F-15, F/A-18, MIG-33, and 19 other aircraft. You won't have to worry about losing control too often, but give some thought to your attack angles, or you can easily stall your bird or slam into a mountain.

The dogfighting action gets hot and heavy at times, with the emphasis being on close-up combat so you get an explosive visual reward for all your efforts. You'll probably utilize your short-range missiles for most kills, but if you've got superior skills, take the extra effort to target the enemy and finish him off with your cannons.

If Namco could have focused a bit more on improving the enemies' collaborative AI and perhaps added some interactivity with your own wingmen, the game could have been a truly excellent experience. As it is, there's nothing wrong with full afterburner action and flaming some enemy scum.

- Roger Burchill



**PORCUPINE** Ground installations are well fortified, but a lack of enemy coordination does little to thwart your attack.

## QUICK REVIEWS

### Hydro Thunder

■ PLATFORM N64 ■ PUBLISHER Midway  
■ PLAYERS 1-2 ■ GENRE Boat racing



**CROSSING THE STREAMS** Boost away from the competition and the po-lice.

*Hydro Thunder* fires out of the starting gate full throttle, but runs out of gas along the way to the finish line. You'll be rocketing around corners, jumping off cliffs, and hunting down the boost power-ups to get the speed you need. It's all a dizzyingly addictive adrenaline rush that loses its luster when you find yourself racing against enemy boats that start at the middle of the track. To come in first, you'll need to hunt down every power-up and shortcut in existence. This rabbit chase brings the game down from a true racing game to a scavenger hunt on water. - EL

**Overall**

★★★

### Cyber Tiger

■ PLATFORM N64 ■ PUBLISHER EA  
■ PLAYERS 1-4 ■ GENRE Sports



**FACE OFF** Mark O'Meara's rivalry with Tiger takes a turn for the serious.

It's amazing how a little extra work at the driving range can improve your game. Unlike the mediocre PlayStation version, this *CyberTiger* is an arcade golf game done right. Acquiring a power-up or secret in the PlayStation game was akin to winning the Lottery. *CyberTiger* now rewards you with these enhancements on a vastly improved driving range, or for as little as a well played hole. The real-time swing meter works seamlessly, and a revised putting system intuitively lets you read the green and stroke the putt. *Mario Golf 64* finally has some competition. - RB

**Overall**

★★★★

## The Verdict

## Ace Combat 3 electrosphere

### HOW THEY COMPARE

#### ■ ACE COMBAT 3

It's got the speed and the firepower. The new standard in PlayStation flight games should be right up your runway.

#### ■ EAGLE ONE

Use the Harrier's unique hover and napalm capabilities to free Hawaii.

#### ■ ACE COMBAT 2

Last year's premier flight game is worth another look - and the price is right.

#### ■ ARMY MEN: AIR ATTACK

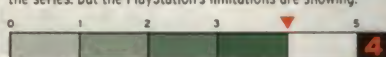
Army men face Hell from above. Can you endure the stench of melted plastic?

#### ■ AGILE WARRIOR

This Warrior has all the agility of a brick. Fly away from this one - quick.

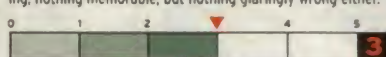
### GRAPHICS

■ Third time's the charm, as the graphics are the best of the series. But the PlayStation's limitations are showing.



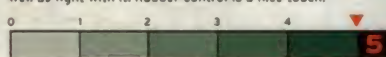
### SOUND

■ Roaring jets, jarring explosions, and machine guns blazing; nothing memorable, but nothing glaringly wrong either.



### CONTROL

■ Just enough realism to require that you fly the plane as well as fight with it. Rudder control is a nice touch.



**PROS:** High-powered flight action in the world's best jet fighters. Head-to-head two-player mode ups the ante.

**CONS:** Lock and fire, lock and fire, lock and fire... Why hasn't my butt been flamed by this guy's wingman?

### OVERALL

Adrenaline pumping top gun action. Now, if we could just get a date with Kelly McGillis after the mission....

**4**  
OUT OF 5

★★★★



# ECW: Hardcore Revolution

The innovators of violence step into the arena. Will extreme equal excitement?

## FACT FILE

■ DEVELOPER Iguana ■ PUBLISHER Acclaim ■ GENRE Wrestling ■ PLAYERS 1-4 ■ RATING M

## GAME GLANCE

- 40+ Wrestlers
- 400+ Moves
- 20+ Game modes
- 3 Arenas
- 3 Championship belts
- Career mode
- Wrestler creator

When Paul Heyman turned a Philadelphia bingo hall into a wrestling venue in 1994 and started Extreme Championship Wrestling, who would have thought that the masochism and incessant cussing of a typical ECW event would eventually be transformed into a video game? Unfortunately, the game's more *Attitude* than *Hardcore*.

The problem with *ECW: Hardcore Revolution* is that it's anything but revolutionary. In fact, the game's basically an enhanced version of *WWF Attitude*, only with more blood and less personality. The game's speed and graphics have been improved over *Attitude's*, but the gameplay fails to deliver the death-defying maneuvers that have become synonymous with the letters E-C F'n W. Slap someone in the face and the back of their head bleeds. The suicidal Sabu

screams wildly when rolled in a small package. And maybe it's just us, but the C in ECW might stand for constipation as the ape-like characters lumber to the ring looking like they have a giant load in their tights.

Outside of the squared circle, Acclaim does hit wrestling fans with one thing they love – creating fighters. The graphical detail, from changing your wrestler's smile to writing text on his body, continues to impress, although it lacks the psyche incorporated in THQ's *WWF* games.

Word is Acclaim is already working on a new ECW title to be released this summer. Let's hope it's not just a copy of this copycat – otherwise, they might be better off turning the wrestling stage back into a bingo hall and designing the first ever bingo simulation (B-I F'n N-G-O!).

- Jon Robinson

Maybe it's just us, but the C in ECW might stand for constipation as the ape-like characters lumber to the ring looking like they have a giant load in their tights.



**VAN DAMNED** Rob Van Dam shows the torture of wrestling in a barbed wire match.



**BACK THAT ASS UP** Dawn Marie Bytch shows the assets that made her famous.

## The Verdict

### HOW THEY COMPARE

#### ■ WWF SMACKDOWN

Exciting, exhilarating, electrifying. *Smackdown* reigns as wrestling's king.

#### ■ WWF ATTITUDE

Same game as ECW, only with the wrestlers most fans care about.

#### ■ ECW: HARDCORE REVOLUTION

Not as hardcore as promised. Basically a bait and switch of *WWF Attitude*.

#### ■ WCW MAYHEM

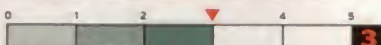
Fast gameplay can't compensate for vast number of faults.

#### ■ WCW/NWO THUNDER

Worse than Ric Flair's pathetic psychoward skills. Whoop!

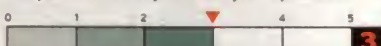
### GRAPHICS

■ Wrestlers bleed all over, especially during barbed wire matches. Poor collision detection throughout the game.



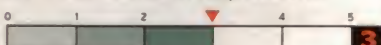
### SOUND

■ Cat calls identical to *Attitude's* – only the names have changed. Some swearing, but nothing too objectionable.



### CONTROL

■ During battle royals, it's difficult to face the correct opponent. Too many arm locks, not enough insane action.



## ECW: Hardcore Revolution

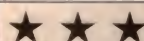
**PROS:** Hidden in the game are legends like The Original Sheik. Creating wrestlers is always enjoyable.

**CONS:** Where are the flaming tables? Look at the wrestlers walk...will somebody get them Depends?

### OVERALL

Acclaim's tired engine just can't compete with newer, more innovative games like *WWF Smackdown*.

**3**  
OUT OF 5



## QUICK REVIEWS

### ECW: Hardcore Revolution

■ PLATFORM N64 ■ PUBLISHER Acclaim  
■ PLAYERS 1-4 ■ GENRE Wrestling



**MR. BLUE BALLS** Creating wrestlers is more fun than wrestling in a match.

You would think that a game based on the bloody barbarism of Extreme Championship Wrestling would be, well, extreme. Unfortunately, aside from a little crimson and a few drops of the dreaded "S" word (think feces), there's nothing really extreme about it.

The game plays virtually identically to Acclaim's old wrestler, *WWF Attitude*, only with a variety of fighters still unknown to the majority of mainstream America. There are over 20 different match modes and more than 400 moves in the game; unfortunately, gameplay problems lurk around almost every ring post. Wrestlers walk stiffly and unnaturally inside the squared circle, the game features some truly awful collision detection (arms and legs move through bodies like liquid), and every time you gear up to see some table-smashing moves or someone getting torn to pieces by barbed wire, you're shown some "extreme" arm bar or off-balanced body slam. Worst of all, you just never get the feeling that you're playing something new, and you know what? You aren't.

If you already own *WWF Attitude*, there's no reason to buy ECW, as it's basically the same game. If you're looking for the best wrestler on the system, though, check out *WWF Wrestlemania 2000*. - JR  
**Overall** ★ ★ ★



**JUSTIN CONSEQUENTIAL** If you own *WWF Attitude*, this move looks familiar.



# NASCAR Rumble

Jeff Gordon, Richard Petty, and a chicken truck rev-up for a rumble.

## FACT FILE

■ DEVELOPER EA Sports ■ PUBLISHER EA Sports ■ GENRE Fantasy Racing ■ PLAYERS 1-2 ■ RATING E

## GAME GLANCE

- 30+ NASCAR Cup drivers
- 7 NASCAR truck drivers
- 7 NASCAR legends
- 6 Racing locales
- 6 Hidden courses
- 5 Game modes

**Face it.** Driving a car 50 times around an oval track isn't very exciting. That's why no matter how realistic NASCAR games get, the common racing fan doesn't give a damn. That will all change, however, with *NASCAR Rumble*.

**N**ASCAR *Rumble* will appeal to not only the rednecks who camp their trailers at race tracks to watch their favorite traveling advertisements speed by, but the gamer who's just looking to catch thrills behind the wheel of a super-juiced roadster. Gone are the dull elliptical tracks in favor of high speeds, jumps, and courses that send the NASCAR drivers off road.

Tracks range from a sandy



**ANYTHING BUT RUSTY** Kenny Wallace bumps his way ahead of the pack.

beach to nighttime city streets, but what makes the game so chaotic are its power-ups that resemble something more out of *Mario Kart* than NASCAR. Tornadoes whip cars high into the air, storm clouds cast lightning and rain down upon your windshield, and the Freeze turns your car into a giant ice cube. Finally, a game with real racers that's actually enjoyable for common folk.

- Jon Robinson



**OUTTA MY WAY** Bobby Labonte nudges an opponent from behind until he flips wildly out of control.



**MIGHT AS WELL JUMP** Even landing on one wheel won't slow down Jeff Gordon.

## The Verdict

### HOW THEY COMPARE

■ **GRAN TURISMO 2:**  
The mack daddy of racing games. Over 500 cars - what else do you need?

■ **CRASH TEAM RACING:**  
A Mario Kart rip-off, but at least it's done to perfection.

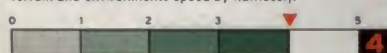
■ **NASCAR RUMBLE:**  
If you ever wanted to race as Jeff Gordon through a chicken coop and across some train tracks, here's your chance

■ **NASCAR 2000:**  
Add some tornadoes to Daytona and maybe then you'll have something.

■ **HOT WHEELS RACING:**  
This game should burn like the metal models I scorched as a boy.

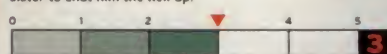
### GRAPHICS

■ Cars are identical to the ones on the NASCAR circuit. Terrain and environments speed by flawlessly.



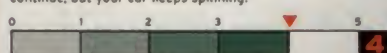
### SOUND

■ Someone needs to tell the redneck announcer's wife/sister to shut him the hell up!



### CONTROL

■ Some crashes are a bit too outrageous - you're ready to continue, but your car keeps spinning.



## NASCAR Rumble

**PROS:** Hidden cars like the chicken truck and RV. Seeing what Jeff Gordon and Kenny Wallace can do on the dirt.

**CONS:** Announcer and soundtrack reek of redneck. Need more variation of power-ups.

### OVERALL

Raucous redneck racing without rules resonates with big-time crashes and big-time entertainment.

**4**  
OUT OF 5

★★★★★

## QUICK REVIEWS

### Silent Bomber

■ PLATFORM PS ■ PUBLISHER Bandal  
■ PLAYERS 1-2 ■ GENRE Action



**IN THE LINES OF FIRE** Jutah takes on a quadruped boss using a napalm attack.

Think a less cutesy sci-fi anime *Bombberman* with a techno soundtrack and you have *Silent Bomber*. Unfortunately, this more serious façade leads you to believe this game's hero can do more than the adorable Bomberman, when he only sets and remotely detonates bombs. While lead warrior Jutah picks up cool power-ups, the gameplay is monotonous. The lame two-player virtual reality arena seems to let you earn new characters to pit against one another, but each appears to have the same bomb-setting abilities, making for a rather tedious matchup. - AC

**Overall**

★★★

### Fighting Force 2

■ PLATFORM DC ■ PUBLISHER Eidos  
■ PLAYERS 1 ■ GENRE Action



**DIRT ALL BY MY LONELY** An axe to the head is the effective way to end a fight.

*Fighting Force 2* is just one of those games that never should've been made. And if you insist on developing a sequel, at least make it better than the original. Unfortunately, this is nothing but a farce. The game screams "boring" from the opening segments and never stops shouting monotony - especially since it takes more effort to smash boxes than the imbecile bad guys who sometimes don't even bother to attack. The sad thing is, a beat-'em-up isn't a bad idea, but we want to throw punches against enemies, not furniture. - JR

**Overall**

★★



WHO WILL YOU BE  
AFTER YOU DIE?

IF YOU THINK YOU'VE  
FIGURED IT ALL OUT, THINK

FIGURED IT ALL OUT, THINK

VIRTUAL REINCARNATION, ZEN-LIKE

ON A SPIRITUAL MISSION TO SAVE SOULS FROM THE DARK

AND ROLE-PLAYING. AND THAT CONTINUES EVEN AFTER YOU DIE. OMIKRON, IS NOT JUST A GREAT GAME. IT'S AN

EXPERIENCE. <CORRECTION> IT'S AN OUT-OF-BODY EXPERIENCE.

NOW AVAILABLE ON  
Sega Dreamcast.

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# Omikron

*The Nomad Soul*



TEEN  
**T**  
CONTENT RATED BY  
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# It's All About the Benjamins.

If you want to rack up huge cash flow in *Crazy Taxi*, you're gonna need to heed the following tips to get you through the hot-wheel insanity. By Brett Rector

## MEET THE PLAYAZ

*Crazy Taxi* contains four wild drivers that are willing to drive anywhere for cash money. Get acquainted with the gang and find out which rider suits your style.



**Axel**

He's the most well-rounded driver in the game, sporting balanced speed, acceleration, and handling.



**B.D. Joe**

If you can handle his speed, B.D. Joe will deliver every time. Be careful when peeling out, though, or you'll end up just burning

rubber and wasting time.



**Gena**

Her car is small and light, allowing for quicker acceleration and faster stops. However, Gena gets pretty banged up

when colliding head-on into another object, so handle with care.



**Gus**

His car is bigger and heavier than the rest, hence Gus' acceleration is the slowest. However, the added weight

gives him better traction on grass and better handling. Plus, he doesn't slow down as much when hitting obstacles.

## WHO TO CHOOSE?

Even though Axel's the most balanced, we got to give it up to our girl, Gena. Her quick acceleration and fast stopping power make her the one to go with.

## CRAZY TACTICS

*Crazy Taxi*'s tracks are huge sprawling metropolises, complete with hairpin turns, water hazards, and traffic worse than L.A. Scoring big relies on your ability to successfully perform combos, which you can do using Crazy Throughs, Crazy Drifts, and Crazy Jumps. If you can't perform the following with regularity, you shouldn't even bother getting behind the wheel.

**Crazy Dash:** From a dead stop, simultaneously press D and step on the gas.

**Crazy Drift:** While driving, steer your car in the opposite direction, then tap R, D. It's also a great way to add flash to drop-offs and keep your combo going.

**Crazy Through:** Pass any other car on the road at a close distance.

**Crazy Jump:** Simply make your car airborne and watch your combo score skyrocket.

**Crazy Stop:** After a Crazy Dash, tap R and slam on the brakes.

**Limit Cut:** While driving, release the gas, then quickly tap R, D, and step on it. Perform this action multiple times to hit warp speed.

**Crazy Back Dash:** Put your gear into R after performing a Crazy Dash.

**Crazy Turn:** Put your gear in D, press the gas and steer to the extreme, then do a Crazy Dash.

**Crazy Corner:** Perform a Crazy Drift, and as soon as you're pointed in the direction you want to go, do a Crazy Dash to burn rubber around a corner to maintain a tight line without slowing down.

## Crazy Drift Crazy Combo:

If you Crazy Drift into the side of a building or similar structure and keep your finger on the gas, your cab will tip up on two wheels in a jacked position and boost up your combo meter. When your travel time gets near 14, put your car into reverse and press the gas to drop back on all fours. Beware: It's a time killer.

## ARCADE TRACK

Comin' straight from the arcade and into your home. Once you get the fine points down and memorize the course, your scores will be boomin'. Here's a little help to get you on your way to the Crazy License.

## Cable Car Hill

After dropping off the your first fare at the Cable Car Hill-top, make your way straight down. By performing Limit Cuts and Crazy Jumps while driving down the left-hand side against traffic, you'll rack up some mad cash.



## The Park

This area may look unassuming, but it's a great shortcut, and you can bump your combo while shooting through it.



As you approach the large mounds of grass, perform Limit Cuts to get a burst of speed and hurl your cab into the air for a Crazy Jump.

## Parking Garage

Immediately following the park is a parking garage. Ride up the ramp, making a Crazy Drift at the crest, then shoot through the row of cars performing Limit Cuts. You'll avoid the crazy chicane to land right on the Original Levi's Store.



## Spork

Unless you're picking up a fare, stay to the left when traveling up to the church from KFC. Otherwise, you'll end up bouncing around a heinous chicane.



## Blue Thunder

While transporting customers uphill to the heliport and beyond, look for sharp angles in





the hillsides that resemble ramps. Performing Limit Cuts at just the precise moment will enable you to fly over traffic, avoiding any contact, while picking up combo points for a Crazy Jump.

### To the Ballgame

Traveling to the baseball stadium can be a harrowing experience, especially while fighting through traffic. However, you can rack combo points by weaving through the onslaught of cars, then cut your travel time by busting a Crazy Jump off the ledge and down to the street below.



### Cross-town Traffic

When you're heading from the ballpark toward downtown, you can bump up your combo score by successfully driving against traffic while accurately busting Limit Cuts and, if you're skilled, Crazy Jumps. To avoid costly collisions, drive on the center divide or hug the guard railing to keep your combo going.



### Terminally Ill

Going to the Bus Terminal is never a fun trip, especially since you're beset on all sides



by insanely congested traffic. Avoid driving on the sidewalk, as there is always a car parked there somewhere along the line, and try to weave ever so deftly in between traffic. Forget about using the tunnel underneath unless you're clairvoyant.

### Back to School

The area behind Lookout Point, going toward the University, is an uphill battle, but with Limit Cuts, you'll be able to fly up the hill performing Crazy Jumps at the intersections. Plus, when you go back toward downtown, you can perform Crazy Jumps just like on the Cable Car Hill.



## ORIGINAL TRACK

The Original course is full of side streets, narrow roads surrounded by water, treacherous trains, and a downtown area that requires taking flying leaps to navigate through. Hope you played through the Crazy Box events, cause you'll need mad skillz to get the job done here. Furthermore, the directional arrow is about as reliable as a flat tire. You best have a good memory – it's the only thing that will help you.

### From the Sea to the Cell

While picking up passengers in the Marina district desiring to go to the Police Station or toward downtown, avoid the street and simply fly to your destination using this ramp wall. Time is money.



### On Autopilot

While making your many trips to the Marina district, Limit



Cut over the drawbridge and fly over the building in front of you. You'll land right before the Marine Plaza, where you can quickly branch off to the Lighthouse and the Landing Pier.

### Fly, Be Free

When picking up fares from or near the Millennium Tower and Police station needing to



go across town to King's Park, the Fire Station, and the City Library, save time by vaulting off the ramp structures over the circular building in front of you. This also works going the other direction.

### Back Alley

If you're coming down the street from Tower Records to-



ward the water, take this little shortcut when dropping off passengers at the Used Car lot. It'll put you in a prime spot to pick up the hard to reach fares and keep from bouncing like a pinball through the lot's parked vehicles.

## CRAZY CODES!

From the spectacular to the trivial, here are some more reasons to keep playing.

### Change view:

Begin a new game with a controller in port 3. During the game, on controller 3, press Start, then press A for a normal view, press B for a first-person view, and press Y for an action cam.



### Speedometer:

Begin a new game with a controller inserted into port 3. Press X five times on said controller to see a speedometer in the lower right-hand corner of the screen.

### Bike select:

At the character select screen, simultaneously press L + R five times, then simultaneously press L + R + A to use the bike.



### Arrows and Markers Off:

So, you think you're king of the road? You need to try these codes. To switch off the destination arrow, press and hold R + Start before you see the driver select screen. If you want to play without the destination marker, press and hold L + Start before the driver select screen. To play with both turned off hold down L + R + Start before the driver select screen.

### Another Day:

To start going the other direction, press R at the driver select screen, then press and hold Start + R while you select your cab driver. The words "Another Day" will appear on screen if entered correctly.





# Fear is in Full Effect

The battle to stop evil prophecies is never easy. Thankfully, you have this guide to safely deliver you to Hell and back, including the solutions to all the mind-numbing puzzles. **By Brett Rector**

## HORROR IN THE SHADOWS!

Follow our steps carefully as we unravel the secrets of the Lam Building in Disc 1.

### Scene One

#### Pull My Lever

After watching the opening sequence, head to the switch in front of you, hit it, and proceed forward. With your knife drawn, creep toward the two goons and take them both out, stealth-like. When you reach the window to the left of the ladder, approach it to toggle a video sequence. After the show, conserve ammo and equip the knife to bust out the glass. Climb through the new opening, walk toward the red lever, and pull it. Before leaving, spin around to face the shelf in the room and grab the fuse.

Exit the room, climb up the ladder, then walk to the steam valve wheel and turn it to cook the guy down below. Walk forward and climb down to the other side. You'll find a floating key once you hit the ground. Do an about-face, continuing forward, and then use the newfound key to open the gate barring your path. Pull out your knife and creep forward toward the henchmen in front of you. Take 'em out, then grab the ammo and Red Key Card.

Use the Red Key Card to open the door, then immediately draw your pistol to gun down the goon waiting inside.

Park yourself in front of the video monitor to view a little must-see TV. It's your friend, Jin, being beat down by some right nasty gangstas to gain information. After watching him get smacked, exit the room through the door to the left.

### Scene Two

#### Stop Yer Whinin'

In the next area, blast two more goons. One of 'em drops a powerful little gift, a Mach. Pistol, as well as some more ammo. Tasty. Continue walking around the steel sidewalk, noting the elevator on your left. As you walk into the next area, five pistol-packing punks confront you. No need for stealth – pull your pistol and bang-bang chitty-chitty 'til they all fall down.

Continue forward into the storeroom and pick up the key

previously in Jin's possession. Walk down the ramp, pistol drawn, and feed the two chumps at the bottom a lead supper. Deposit the fuse you clipped to activate the elevator as well as a deadly electrified floor.

Head back the way you came, navigate your way through the electrified floor, turn the corner, and blast. Walk past the elevator, now on your right, and continue forward. Pick off the enemy, then head back to the room where you watched Jin get worked. Stand in front of locker #67, then use the key you found in the storeroom to open it and grab the contents – another pistol and a Blue Key Card. Now, head to the elevator and take it down.

### Scene Three

#### Mr. Blond, Mr. White, Mr. Pink, and Mr. Orange

At the bottom, turn to your left to peep the toolbox on the wall. Grab the wire cutters, turn a 180, and continue forward. As you pass the door on your left, start creepin' to sneak up on the next goon and dispose of him with your



The first important piece to find in level one is resting safely on this shelf. Once you've pulled the lever, rotate 180 degrees and grab the fuse.



You'll need to grab this key to open locker #67.





Exit the elevator, then turn to the left and grab these wire cutters.

knife. Continue to sneak forward, past all the spinning turbines, and do the next guy the same favor. Keep walking 'til you reach the door requiring the Blue Key Card. Before walking through, equip yourself with both pistols.

#### SCENE 3 SOLUTION

##### Jin and Juice

View a brief narrative, then blast the remaining reservoir dogs, making sure to avoid hitting Jin. He is, after all, wired with C4. After yet another narrative, pick up another Mach. Pistol and more ammo left by the dead dogs, then free Jin by cutting the bomb's wires in sequence. Cut the red and yellow wires for orange, the red and blue wires for purple, and, finally, the blue and green wires for yellow.



No key necessary. Use the C4 you got off Jin to gain entry.

Head back to the door you passed earlier in the level. Use the C4 you cut off Jin on the door and proceed through the flames into the next room. Look familiar? Head back up the rampway to the top of the level where you'll eventually end up in front of the Sign Access door. The lid will be open to expose a descending ladder,

which, of course, you'll want to use – now.

At the bottom, walk forward toward the opening and creep up to the next victim. Follow this brief corridor to the end, drop into a sneaking position, and turn to your right – two more enforcers on patrol. Dispose of them and take another right, making note of the neon signs flashing above your head. Head down another short hallway and equip Hana with both her Mach. Pistols. Time for the boss man. Send him into early retirement, then grab the ammo and Sign Key.

#### SCENE 3 SOLUTION

##### What's the Combination?

Walk over to the panel baldy was standing in front of when you entered the room and use your newfound key. Remember the neon signs? Enter each in order of appearance from left to right to open the secret compartment. Bingo. Now it's Glas's turn.



Keep your eyes open for anything peculiar. It's probably a clue.

#### Scene Four

##### Déjà Vu

Glas starts exactly where Hana did, but when he toggles the first switch, an unwanted guest appears in the form of a lead-spitting helicopter. After watching a very revealing narrative, break for the ladder to your right and climb it quickly. When you reach the top, pull out your piece and slap skulls with your leaded discharge.

Continue forward until you

find a ladder, then begin your ascent. Right before you reach the top, you'll be visited again by the helicopter. Wait for it to blast a blanket of buckshot, then pop up from your perch, run quickly to the other side, and climb down.

Walk forward and to the left to pick up a lead pipe. Approach the tank in front of you and use the pipe on it. After the steam has sprayed in your face, step back, draw your gun, and shoot it once. Now, walk forward to the newly created hole.

#### Scene Five

##### I Want the Knife

Now you're back in Hana's shoes with a gun-totin' Enforcer behind you. After a brief narrative, run to the center of the room, pick up the knife, and get busy like Joe Pesci, slicin' and dicin' until the cat is bled. Grab the assault rifle he drops, sneak back toward the entrance, and deal with the Enforcer in your way. Head toward the catwalk and blast the two felias hanging out, then head back to the ladder you climbed to get down here. Oops! Busted.

#### Scene Six

##### Hot Foot

#### SCENE 6 SOLUTION

##### Banner Year

As Glas, work your way through the burning-pipe puzzle, then draw both your pistols. The helicopter is back, and this time, it's playing for keeps. Use your roll technique from side to side, evading the hail of bullets, and wait for your green crosshair to appear at the top of the screen to blast the banner hanging in front of you. Roll to the other side of the roof, rinse, and repeat. Volla!



Time this right and you'll be able to make it through without stopping.

After you've dusted the flying metal menace and viewed another fine narrative, you'll be in a new room. Exit through the door to your left to find two more Enforcers that need a dirt nap. Continue onward, working your way back through the level to the door that Hana blew out with the C4. Before entering, sneak around the corner to the left and pop the two Enforcers creeping around to get an assault rifle. Go back to the door, rifle in hand, and proceed. Inside, you'll find a grip of Enforcers waiting to show you the light. Beat 'em to the switch and blast everything on two legs, then head up the rampway. Clip the Enforcers at the top and work your way toward the Sign Access door, taking out three more, then climb down the ladder.

#### Scene Seven

##### Steal Their Ride

Another narrative is triggered, after which you'll have to battle another helicopter as Hana with Glas at your side. Once you've blasted the gunner, Hana will jump aboard and commandeer the flying machine. You'll be switched back into Glas's shoes, where you'll have to run for your sorry-ass life down a skinny catwalk with Enforcers runnin' up on you. When you reach the end, hit the Action button to jump on the copter and end the first mission.

#### HELP TO THAT EFFECT

## Sneakin' Bastard

To survive in *Fear Effect's* treacherous world, you need to be sneaky. To conserve ammo and abate your Fear meter, sneak up behind enemies and perform one-hit kills with your knife, smack jack, or brass knuckles.







## HELP TO THAT EFFECT

**I Spy With My Little Eye**

The clues to solving *Fear Effect*'s puzzles are often displayed prominently throughout the game's environment. Pay close attention to your surroundings, especially flashing signs, notes on walls, and even televisions.

**RIVER SETTLEMENT**

Battle the village people when exploring Disc 2.

**Scene One****Bare Naked Lady**

Now that you've figured out the plan and just wrecked your car, it's time to take a boat ride to an island full of crazed villagers. Fighting in nothing but a bath towel, take Hana up the dock, blasting anything in your way. At the top, you'll transition from her to Deke as he and Glas chase after Wee Ming. Follow the pathway, turning to your left when you reach the fork. Equip both your shotgun pistols and continue alongside the hut to trigger another narrative. Now be prepared to blast three villagers.

**Scene Two****Say, What's That Under Your Towel....**

As Hana, work your way around the dock, conserving your ammo whenever possible. You can get around most enemies by simply running past them. When you reach the last hut, you'll confront two enemies, one of which drops the Po Mon Key. Retrace your steps out of the last hut and make a left. Walk up the ramp to where another villager is lying on the ground and use the key to open the locked door. Listen to the old woman's narrative, exit the hut, and blast the guards waiting on the other side. Keep walking to the right, up onto

the walkway to the left.

**Scene Three****Shots and Ladders**

Enter the factory and then wade through the three guards waiting inside the door. Sneak halfway up the ramp, stay in a crouch, and blast the two guards. Collect the ammo, then walk in a crouched position to the right and stealthily knock out the two guards with your brass knuckles. Collect the ammo, go back toward the left side of the train, turn to your right, and sneak forward. Toast the three guards and enter the last train car.

When fighting the gunner in the train car, stand behind the filing cabinet to the right of the screen. As soon as he stops firing, roll to your left and pump him full of lead. Shoot the gunner only when your green target is lit up, otherwise you may hit the explosives he's guarding. Continue this tactic until he's toast. Pick up the Ladder Access Key and step up to the box on the wall in front of you.

To lower the ladder, turn off the power in all three columns, then move the fuses to the second column, placing one in Power and one in Lock Three, then turn the power back on. Turn the power off again, then move the fuses to the first column, placing one in the Power and the other in Ladder. Climb the ladder and work your way across the rafters, mowing down a couple of hippity-hoppy bad guys, to trigger a narrative.

**SCENE 2 SOLUTION****See Anything You Like, Mister?**

Once you reach the end of the walkway, you cut to a narrative of a guard sneaking up behind you. Distract him using your wet towel (hey, baby).

**Scene Four****My Gun, It Goes BLAM, BLAM!**

There's nothing tricky going on here. Cruise around the docks and huts blasting anything that moves. It's simple.

**Scene Five****Crazy Train**

Hana's back, this time a little



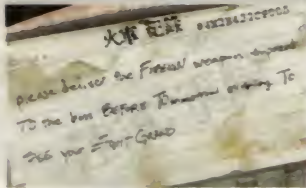
bit more clad in cloth than before. Turn to the right and go back into the village, all the way to the hut where you grabbed the Po Mon Key. Upon your return, you'll find another key, the Xi Mon. Pocket it, then head back to where you started the scene.

Continue past the train and up the path to the left to another series of huts. Enter the one with the crazed villager sleeping in front of it.

#### SCENE 5 SOLUTION

##### The Numbers Game

To solve the next puzzle, turn to face the note on the panel and read it. In the upper right-hand corner, you'll see a long series of numbers and letters – write 'em down. Step to your left and use the panel in front of you. Input the string of numbers and letters in the corresponding slots to start the train.



It doesn't look like much, but the numbers in the top corner are key.

Battle the soldiers and spooky ninjas inside to get the key to the train. Go back to the train and use your new key.

Playing as Deke, you'll head up to the top of the train to take care of a couple of pesky soldiers. Once they're beat down, the train continues on a crash course with the water. After yet another narrative, run like mad across the top of the cars to the end to keep Deke from meeting his maker.

#### Scene Six

##### Get the Truck Outta Here

The train's a wreck, so now you must find a new mode of transportation. Walk along the train wreckage until you find the truck. You'll encounter a little resistance, with one of the soldiers leaving a key to

## MADAM CHEN'S HOUSE

Demonic hoes and a one-way trip to Hell await you in Disc 3.



Sometimes you can't count on your weapons to get out of an unfortunate situation. Improvise.

#### Scene One

##### We Call It Maze

Just when you thought it was getting easy. After Glas is thrown into the back room, walk over to the shelf and grab the cooking oil, then stand in front of the vase and press the Action button to smash it. After a brief narrative, walk to the center of the room and use the oil on the floor, in between the two drains in the first column. Hide in the corner, away from the door, and wait for the guard to enter. After he slips and falls, exit the room and head toward the kitchen.

#### SCENE 1 SOLUTION

##### Shadow Dancing

Playing as Deke, you must walk across the skylight to the other side without stepping on any cracked panes. Wait for the spotlight to wash across the surface, then take notice of where the broken glass is located. Be cautious, however, because with each pass, different panes of cracked glass become exposed, but not all are shown at once.



Watch the spotlight wash across the glass to discover the path to safety. One wrong move and you're toast.

#### Scene Two

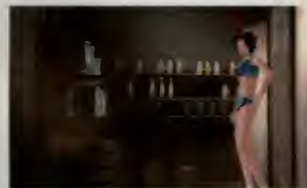
##### No Soup for You!

Upon exiting his holding cell, Glas finds himself standing in front of a kitchen full of cooks and crooks. Sneak past these fools and make your way to the back of the kitchen, where you'll find a fire alarm. Pull it and get ready to blast your way out of the kitchen while heading toward the dining room. Walk through the dining room and open the front door to let Hana in.

#### Scene Three

##### Me Luv You Longtime

After letting Hana in the door, you'll switch to her. Walk back through the dining room and enter the changing room. After you've popped into your new clothes, exit and walk a few paces to the right to another door. Gain entry and



If you thought the towel was revealing, you're gonna love this outfit.

head up to the second floor.

While in your new threads, you'll be able to freely walk amongst the gun-toting guards if you keep your piece in your pants, um, shorts.

Check the rooms at the far end of the hallway to find Deke, which triggers another spiffy narrative and character swap.

As Deke, turn to the left and head down the hall. Make a right at the corner, then enter the first door on the right to collect a coin. Leave the room and head back the way you came. Right after you make your turn, enter the first room on the right. In the right-hand corner, you'll find an upright puppet box. Insert the coin you found and solve the marionette's puzzle.

#### SCENE 3 SOLUTION

##### Howdy Doody Time

This is one of the game's trickier puzzles, and you could go quite insane trying to solve it. Remember the room Deke started in? The television's playing a video showing a woman performing martial arts. While you may not have realized it before, this is the clue to getting past the puzzle. If you're a perceptive tyke and memorized her moves from start to finish, you won't have any trouble here.

Select and click on each image in the following order: Starting under the coin slot and moving from the left column to the right column 2, 5, 3, 4, 1.



You may not recognize this puppet now, but you certainly will later....

After solving the puzzle, you'll view a brief narrative, then find yourself in a new room of horrors. Exit the torture chamber, blast the two henchmen outside, then walk toward the hallway. Enter the door to the right of the hallway and grab the elevator key.

Walk down the hallway, shoot the guard, and take the elevator down to the base-



ment. After exiting the elevator, walk forward into the closet and grab the wrench off the floor. Leave the room and walk down the steps to the left of the elevator.



Don't get too close to the steam, or you'll get burned.

Walk down the next hallway and enter the room at the end. Take care of the guards, then carefully maneuver Deke next to the pipes and use the wrench to shut the steam off. Pick up the key, go back upstairs to Madam Chen's room, and unlock the door.

## Scene Four Lounge Lizard

After witnessing Deke's unfortunate encounter, you switch back to Glas in the dining room. Head back to the kitchen and go upstairs using the same door Hana used after she put on her red-light district duds. Turn to the right, follow the hallway all the way around, kill the

henchman at the end, and grab the key. Retrace your steps and use the key on the first door you come to on your right. Blast the cats right inside the door, turn and walk to the left, then enter the room.



To avoid hitting your date, only fire when the assailant is exposed.

A brief narrative ensues in which you find a prostitute lying on the bed, begging you to spare her life, after which an enemy will begin shooting at you from under the bed. Avoid his flak, shooting only when he's exposed and your target is green; otherwise, you'll end up shooting the ho instead. After he's on his way to the deadside, another narrative plays. Better learn to use your right hand.

## Scene Five I Vase Just Leaving

Playing as Hana, go into the room directly to the right at the start of the level and grab the White Vase. Exit the room,



In addition to guns and phones, Hana stuffs her bra with vases, too.

walk down the hallway, and follow it around to the right. Enter the same room Deke entered to get the coin. Waste the guard inside, grab the Lounge Key, then swing your hips on over.

Once inside the lounge, walk to the left, then enter the first door on the left. Walk to the end of the hallway, kill the four henchmen along the way, then stand in front of the fountain and press the Action button to get some flowers. Walk back down the hall and dispose of two more thugs, grabbing the Office Key after the struggle.



Remember this the next time your girl asks you for flowers.

Go back up to the lounge and enter the second door using the new key. Walk to the end of the room and take the elevator up. Walk down the hallway, turn to the right, and enter the double doors. Walk to the right, grab the Black Vase, and exit the room. Cruise the lounge until you find the double doors leading to Madam Chen's room. Solve the puzzle, enter the room, and get ready for a shocking development.

## SCENE 5 SOLUTION

### Ming Dynasty

The design on the double doors to the Madam's domain provides an easy answer to this puzzle. Notice that the door on the left behind the first pedestal is marked with the image of a live flower bush, which represents the White Pristine Vase. Conversely, the image on the right behind the other pedestal is marked with the image a dead flower bush, which represents the Cracked Black Vase. Place each vase in the correct position and press the Shoot button. Next, you must place the appropriate flower in each vase to complete the puzzle and gain entry. Place the Fresh Sun Flower in the White Vase, place the Wilted Calla Lily in the Black Vase, then press the Shoot button.

After the horribly revealing narrative, break yourself out the lounge and go back to the changing room. Kill the demonic ho inside to get the Meat Locker Key, then change your clothes. Next, enter the locker to find Glas hanging from a hook, then go through the the back door to battle Demon Chen.

To defeat the bitch, kill a Demon Whore, pick up the paper doll, and use it on the fire surrounding Chen. The firewall will subside and Chen will turn mortal for a flash, giving you the opportunity to pump her full of lead. Continue this pattern until her health is gone. Now, on to Hell.



To take a peek at the chicks, Glas is gonna need this Lounge key.

## HELP TO THAT EFFECT

### Can You Save Me Please?

Unlike *Tomb Raider: The Last Revelation*, you can only save your game using your cell phone at certain points. It is highly recommended you take full advantage and save whenever possible.



# WELCOME TO HELL

The end is near, but first you must get through Disc 4.

## Scene One

### Demons and Dolls

Now your quest gets really twisted. After a brief narrative, solve the easy floor puzzle, then head for the Demon Monks' huts. Once there, continue to the right and down to the lower level, then defeat the horde of monks you run into to obtain a Paper Gate. If you continue forward, you'll be standing in front of the entrance to Demon Chen's holding cell. To gain entry, retrace your steps back to the huts and walk past them, continuing down the ramp.



Fire is a useful tool, especially to burn paper.

Take a left and walk until you find the Funeral Pyre. For all you laymen in the joint, look for a large mound of burning sticks. Use the gate here to unlock the entrance to Chen's lair, then boogie back there and confront her.

After you've obtained the doll, begin walking back to the huts. However, instead of taking the stairway, continue forward, walking right past it. Press onward and enter the room which is housing Chen's daughter, give her the doll, then listen to her shocking story.

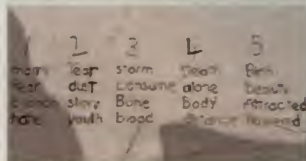
## SCENE 1 SOLUTION

### Biological Clock

Solving this dandy requires three steps: Listening to the person standing in front of you to get



clues, checking out the wall to your left, then inputting the answer on the clock to your right.



For example, the little girl (who you find out is really you) says, "As a child, we flowered like a branch under the rain." When you turn to your left and look at the wall, you'll see five numbered columns with four words under each. Under the fifth column, you'll find the word "flowered," and under the first column, you'll find the word "branch." Remember those two numbers, in that order, and turn to the clock on the dresser.



When looking at this unique timepiece, you'll find five circles with the numbers 5, 18, 35, 88, and 00 in the 12 o'clock, 2 o'clock, 5 o'clock, 8 o'clock and 10 o'clock respectively. Rotate the dial underneath the numbered circles until the five slash marks are below the circle with the number 5, which represents the girl's age, and press the Shoot button. Now, rotate the dial until the one slash mark rests underneath the five and press the Shoot button. When that's done, you'll see another version of yourself standing in the corner. Repeat the process three more times, keeping in mind some solutions may require more than two answers.

After grabbing the scroll from your, uh, skull, go back to Demon Chen to get a branch. Light the branch using the pyre, then light all the unlit torches you can find to open

up the White Mausoleum, then walk there and go inside.



Light these gold torches to unlock the gate to the White Reaper.

Talk to the White Reaper to receive a paper key, then go the pyre to burn it. From there, walk back to the huts and enter the one farthest away from you to get the key. Go to the Black Mausoleum, which is located just beyond the room where you found the little girl.

## Scene Two

### Demon Deke-ons

## SCENE 2 SOLUTION

### Dragon Breath

The key to solving the puzzle at the end of the level is engaging the dragon statues located throughout. Walk up to them and press the X button to hear a little narrative about what they represent. Be sure to take notice of the markings etched into the pedestals they stand on.



These dragons are the key to solving one of Hell's major puzzles.

Just when you thought he was down and out, Glas rises again, sans left arm. Throughout this scene, you'll be following the ghost of Deke. Head down the hallway and follow it around to the left, then open the stone doors. Continue forward through the next two doorways to find the Moon Key. Backtrack and go to the opposite end of the main hallway, then use the key on the door. Follow Deke's ghost forward, then walk straight and bear to the left.

After being chased back around the corner by a pack of Demon Monks, dispose of them and go back around the corner you were just chased from. Continue forward and to the left, then climb down the vines. Follow Deke through the next area, battle two hellhounds, and grab the Sun Key. Walk a bit farther and climb another ladder of vines. Press onward, through the Demon Monks, and climb down yet another group of vines.

## SCENE 2 SOLUTION

### Righteous Path

At the bottom, turn right and peek into the mirror. Swirling within are nine images, some of which are repeated. Walk forward to find your next test, a pathway similar to the skylight puzzle, but a little more deadly. Remember what the dragons told you and what the markings were on their pedestals? The order of the swirling images represents the sequence of stones you need to step on to safely make it over.



One false move, and your day will be done in an instant.

Continue forward and grab your reward, a Stone Sword, then return to the beginning of the level. Approach the blue dragon set in the wall and use your new toy here. After the dragon shatters, walk through the hole and confront Demon Deke.

## Scene Three

### Don't Fear the Reaper

Walk Hana into the Black Mausoleum and talk to the Black Reaper to get the second piece of the Stone Willow and an iron Crank. Head to the well, located next to the funeral pyre, and use the crank to hoist up the Stone Eye. Walk away from the well, toward the second torch, to trigger another narrative.



## Scene Four

### No Chance in Hell

Unfortunately for Glas, his lack of vision is going to cost him. After a brief narrative, stand chilly and let the Demon Monks overtake you.

#### SCENE 4 SOLUTION

##### Inner Piece

Walk away from Glas and the pyre, following the path to its end. To solve the Feng Shui puzzle, simply match the four symbols at the bottom of the sheet with the locations you found them. Your quest is about to end.



Hmm, this looks like a map of Hell and those pieces look familiar....

## FENG SHUI

The final showdown leads you back to Disc 2.

## Scene One

### Burning Desire

Walk up to the furnace at the end of the room and use the Paper Doll to illuminate the three symbols above the ones matching those in your inventory. Now, cruise the floor and use the proper item with the corresponding symbol.

After the biggest narrative in the game, revealing all the twisted details of your quest, you'll have to make a choice. If you've gotten to this



Use this furnace to burn the Paper Doll to help you solve the final puzzle before your big confrontation with the king of Hell.

point in the normal level, only two choices will be available. If you're the shiznit and got to the end on hard and played very well, you'll have three choices to select from.

#### The Final Showdown

##### Root of all Evil

###### Choice 1: Hana

You believe Wee Ming and kill Glas, which results in a fight to the death with the Demon Lam. Dodge his energy sparks and shoot the Imps to collect Paper Money, then walk to the flaming pedestals and burn it.




###### Choice 2: Glas

You trust Glas's assessment of the situation and kill Hana, which results in a fight with the Demon Wee Ming. Shoot the freaks Wee Ming hurls your way, and as soon as she throws out two, concentrate your energy on blasting her.

###### Choice 3: Both

Essentially, you're agreeing with Hana, and the same fight that's played out in Choice One is played out here. However, you'll only be given this choice if you finished the game on the Hard level and performed very well.

Now that you've finished Fear Effect, you can go back to The Last Revelation. 







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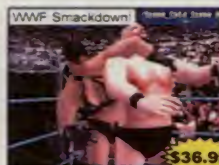
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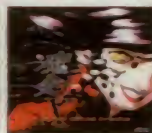
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# PlayStation Codes

Hide and go seek is over: We found secret characters all over the place, from the tundra to the temple.

## CTR

At the main menu, hold L1 + R1, then enter these codes. If you entered the code correctly, you will hear a sound.

### Race as Penta Penguin

Down, Right, Triangle, Down, Left, Triangle, Up.



### Race as N. Tropy

Down, Left, Right, Up, Down, Right, Right.

### Race as Ripper Roo

Right, Circle, Circle, Down, Up, Down, Right.

## Fighting Force 2

### Cheat mode

At the "Press Start" screen, hold L1

+ L2 + R1 + Triangle + X + Left.

Then, select "Start Game" and choose a level. When the game begins, your character will be invincible and have infinite ammunition. Note: Enabling this code will disable the option to save.

## Formula 1 '99

### Ring mode

Enter "RINGS" as a name at the Grand Prix mode high score screen.

### Safety mode

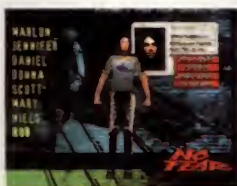
Enter "SAFETY" as a name at the Grand Prix mode high score screen.

### Night mode

Enter "NIGHTS" as a name at the Grand Prix mode high score screen to race at night in Monaco.

## No Fear Downhill Mountain Bike Racing

Go to "Time Trial," select YES and enter these codes.



### All trails

LOTSOFFEAR

### Alien trail (Dry River Valley)

ABDUCTION

### Cartoon trail

TOONITUP

### Trick trail

MONKEYBIKE

### Virtual Reality Trail

JACKEDIN

### All upgrades

LOTSOFFEAR

### All riders

GOOBERS

### Mirror mode

EDOMORRIM

### Wire frame mode

TIREFRAME

## Low gravity

BIGFLOATER

## Tarzan

### Cheat mode

At the main menu, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Then scroll down below the "Load Game" option to display a cheat menu selection.

### Infinite lives and more

Enable the "Cheat mode" code. Enter the cheat menu and press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. Then, begin a game and pause to display a cheat menu with an infinite lives option and more.

## Wu-Tang: Shaolin Style (P)

### All characters

At the main menu, press Right(4), Left(4), Square, Circle, Square, Circle.

### Play as Hystrix

Select versus mode and highlight



Method Man at the character selection screen. Hold Select and press X.

### Play as Gasche

Select versus mode and highlight Masta Killa at the character selection screen. Hold Select and press X.

### Play as Xin

Select versus mode and highlight Inspecta Deck at the character selection screen. Hold Select and press X.

### Play as Lecher

Select versus mode and highlight Ol' Dirty Bastard at the character selection screen. Hold Select and press X.

# Nintendo Codes

Baseball players have huge balls, roadsters get jacked up, and bikers live it large. Apparently, size does matter.

## All-Star Baseball 2000

Enter these codes at the cheat screen.

### Baseball trails

WLDWLDWST

Batter flies to the dugout after he's out

FLYAWAY

### Beach ball mode



BCHBLKPTY

### Blockout mode

WTOTL

### Blurred graphics

MYEYES

### Small players

TOMTHUMB

## Roadsters

At the character selection screen, rename any character. Note: These codes are case-sensitive. If you entered the code correctly, the word

"Congratulations" will be spoken.

### All classes

Gimme ALL

\$250,000

fastBUCKS

\$1,000,000

EasyMoney

High pitched voices

Smurfing

Helicopter view

Chopper

Small cars

Car Radio

Hovercraft cars

Skywalker

Big tires

BigWheels

High resolution mode

Extra rez

## Supercross 2000

At the "Select Event" menu, press C-Up to display the cheat screen

No crashes

NOCR4SH

Additional views

MOR3C4MS

Extra hop button

HOP

Cancel Off Track reset

NOOFFTRACK

## Cancel Skipping Track reset

SKIPPINGOK

Big bikes

B1GB1K3S

Big dirt sprays

B1GSPRAY

All riders block you

BLOCKM3

Giant riders

G14NTS

Headless rider (practice mode)

H34DL3SS

No riders

NORID3RS

Gravity from the Moon

MOON

Gravity from Venus

V3NVS

Gravity from Mars

M4RS

Gravity from Mercury

M3RCVRY

Gravity from Jupiter

JVPIT3R

Gravity from Saturn

S4TVRN

Gravity from Uranus

VR4NV5

Gravity from Neptune

N3PTVN3

Gravity from Pluto

PLVTO

### Tricks

Get some air, then hold C-Down and press the D-pad in the indicated direction(s) to perform the corresponding move:

Move Code

Banzai Left, Right

Bar Hop Up, Left, Right

Can Can Down, Right, Up

Cliff Hanger Right, Down, Left

Cordova Left, Up, Right

Heel Clicker Down, Left, Up

Nac Nac Left

No Footer Down

No Hander Up

Nothing Right, Up, Left

Pancake Whip Right

R. Fender Grab Up, Down

Saran Wrap Up, Right, Down

Heel Click Right, Left

Fender Grab Up, Left, Down

Superman Left, Down, Right

V. Fender Grab Down, Up



**TOP HEAVY** Bob's gigantic cranium may help him see over crowds, but it pulls him down on the turns. Heed, move!



# Dreamcast Codes

Fat footballers, powerful soul suckers, and a UFO flying under your control. Must be that time of the month for codes again.

## Legacy of Kain: Soul Reaver

Pause the game, then hold L or R and punch in these codes. If you entered it correctly, you'll hear a clicking sound.

### All abilities

Up(2), Down, Right(2), Left, B, Right, Left, Down. Then, resume the game to have the ability to phase through gates, climb walls, fire force projectiles, swim, and have the Soul Reaver.

### Refill health

Down, B, Up, Left, Up, Left.

### Maximum health

Right, B, Down, Up, Down, Up.

### Upgrade health to next level

Right, A, Left, Y, Up, Down.

### Refill magic

Right(2), Left, Y, Right, Down.

### Maximum magic

Y, Right, Down, Right, Up, Y, Left.

### Wall climbing

Y, Down, X, Right, Up, Down.

### Hurt Raziel

Left, B, Up(2), Down.

### Soul Reaver

Down, Y, X, Right(2), Down(2), Left, Y, Down, Right.

### Aerial Reaver

A, Right, Up(2), Y, Left(2), Right, Up.

### Kain Reaver

A, B, Right, Y, Left(2), Right, Up.

### Fire Reaver

Down, Up, Right, Up, Down, Left, B, Right, Down.

### Make Fire Reaver

Y, Right, Down, B, Up.

### Force

Left, Right, B, Left, Right, Left.

### Constrict

Down, Up, Right(2), B, Up(2), Down.

### Force Glyph

Down, Left, Y, Down, Up.

### Stone Glyph

Down, B, Up, Left, Down, Right(2).

### Sound Glyph

Right(2), Down, B, Up(2), Down.

### Water Glyph

Down, B, Up, Down, Right.

### Fire Glyph

Up(2), Right, Up, Y, X, Right.

### Sunlight Glyph

Left, B, Left, Right, Right, Up(2), Left.

### Shift at any time

Up(2), Down, Right(2), Left, B, Right, Left, Down.

## NFL Quarterback Club 2000

### Cheat Codes

Enter one of the following codes at the cheat menu to activate the corresponding cheat function. You'll hear a high-pitched beep if you entered it correctly.



**TWINKIE BREAK** There's a motion to stop play on the field. A player has been injured and needs cream filling, stat.



### Rugby mode

RGBY

### More fumbles

BTTRFNGRS

### More injuries

HSPTL

### Big football

BCHBL

### Flubber ball

FLBBR

### Smoking ball and players

HSNFR

### Thin players

TTHPCK

### Fat players

MRSHMLLW

### Large coin at toss

BGMNY

### Slow-motion mode

FRSTGMP

### Test Drive 6

#### Six million dollars

Select race menu, type in the name AKJGQ and you will have six million dollars

### Re-Volt

#### Enter these codes as a name.

#### All cars

CARTOON

#### All tracks

TRACTION

#### Tiny mode

MAGGOT

#### Enable UFO

YUEFO

#### Hi-Fi mode

FLYBOY to increase the car details.

#### Edit progress table

GOATY



**DOWN TO EARTH** Reverse-engineered spinning pie pans have been released to the consumer market. Suburbanites beware.

## NFL Blitz 2000

### Bonus Characters

**ALIEN** 1111 "Scream" Mask \*  
**BOXER** 2111 Black guy with corn rows \*  
**BRAIN** 1111 Brain with eyes  
**CURTIS** 1111 Rat mascot  
**DANIEL** 0604 Dan Thompson  
**DINO** 1111 Stegosaur head \*  
**FORDEN** 1111 Dan Forden  
**GENTIL** 1111 Jim Gentile  
**GRINCH** 0222 Punk with spikes  
**JAPPLE** 6660 Jeff Johnson  
**JASON** 3141 Jason Skiles  
**JENIFR** 3333 Jennifer Hedrick  
**LUIS** 3333 THE Luis Mangubat!  
**MOOSE** 1111 A moose head \*  
**PIRATE** 1111 A pirate \*  
**PUNKB** 2112 Punk with blue Mo-hawk \*  
**PUNKR** 1221 Punk with red Mo-hawk \*  
**RAIDEN** 3691 Raiden from MK  
**RALPH** 1111 Wolf mascot  
**ROOT** 6000 John Root  
**SAD** 1111 Sad face (upside down?)  
**SAL** 0201 Sal Divita  
**SHINOK** 8337 Demon Shinok from MK \*  
**SHRUNK** 6666 Shrunk head \*  
**SKULL** 1111 Skull!  
**SMILE** 1111 Smiley face  
**THUG** 1111 Cartoon Burglar \*  
**TREX** 1111 T-Rex head \*  
**TURMEL** 0322 John Turmell (Big hair!) \*  
~~ALEC~~ 1197  
~~AOB~~ 1111  
~~AUBREY~~ 7777  
~~AZPOD~~ 4777  
~~BRIAN~~ 2221  
~~CALEB~~ 0996  
~~DAVID~~ 3333  
**EDDIE** 3333

~~FRANZ~~ 1010

~~GRINCH~~ 2220

~~GUIDO~~ 2222

~~GUMBY~~ 8698

~~JEFF~~ 1111

~~JOVE~~ 6644

~~LEX~~ 7777

~~LT~~ 7777

~~MXV~~ 1014

~~NATHAN~~ 0515

~~NICO~~ 4440

~~RANDU~~ 6666

~~WHODAT~~ 1844

\*This character will look better when *not* using the Huge Head code (0-4-0 UP), because the head will either obscure the field or has a low polygon count.

### Cosmetic Changes

At the versus screen, press Turbo, Jump, and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. If you entered the code correctly, you'll see the name of the code and hear a sound. For example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left. More then one code may be activated per game.

Big football 0-5-0 Right  
 Big head 2-0-0 Right  
 Huge head 0-4-0 Up  
 No head 3-2-1 Left  
 Headless team 1-2-3 Right  
 Team big heads 2-0-3 Right  
**Weather Control**  
 Weather: clear 2-1-1 Left  
 Weather: snow 5-2-5 Down  
 Weather: rain 5-5-5 Right



**RESTLESS DREAMS** Somewhere out there, Ichabod Crane is having a nightmare about the Super Bowl, and it isn't pretty.





# GameShark Codes

The latest and greatest GameShark codes, brought to you by Interact Accessories

## PlayStation

### 40 Winks

**Ruff-Infinite Zs**  
800B06AC03E7  
**Ruff-Infinite Moons**  
800B06A803E7  
**Ruff-Infinite RTs**  
800B06B403E7  
**Ruff-Infinite Lives**  
800B06AE03E7  
**Infinite Cogs**  
800B06AA03E7  
**Infinite Furbys**  
800B06B60063



**Infinite Air**  
8002B8CE2400  
**Infinite Costume Time**  
8002C4522400  
**Have All Dreamkeys**  
8009059CFFFF  
50000C020000  
8009059CFFF  
**All Levels Unlocked**  
500002020000  
80090596FFFF  
**Have All Winks**  
500003020000  
8009058CFFFF

### Big Air

**Max Score P1**  
8007BC1CFFFF  
**Time Reads 00:00:00**  
8006AB940000

### Big Ol' Bass: Fisherman's Bait 2

**Infinite Time**  
800C11242710  
**Infinite Credits**  
800C0F680009  
**Blast Radius**  
**Enable Code (must be on)**  
D0024DA001CD  
80024DA22400  
D0024DC001CD  
80024DC22400  
**Infinite Energy**  
800EF16A0060  
**Infinite Fuel**  
800EDA7E0064  
**Infinite Shields**  
800EF16800C8  
**Infinite Secondary Weapon**  
800EF17203E8  
**Max Credits**  
800AB724967F  
800AB7260098

### Boombots

**Infinite Health P1**  
8009F7A00400  
**No Health P1**  
8009F7A00000  
**Infinite Health P2**  
8009F7A20400  
**No Health P2**  
8009F7A20000  
**Enable All Characters**  
8009F820FFFF  
**Enable All Levels**  
8009F822FFFF

### Bust A Move '99

**P1 Always Have Guide**  
D0056B880002  
80056B880082  
**P2 Always Have Guide**

D0056B8C0002  
80056B8C0082  
**Infinite Time**  
80056E460009  
**Max Score P1**  
8009D790FFFF  
**Max Score P2**  
8009D87CFFFF

### Fighting Force 2

**Infinite Health**  
D00B32AC2D24  
8011724403FC  
**Max Money**  
D00B32AC2D24  
800CDC40FFFF  
**Infinite Rage Meter (upon fillup)**  
80070F362400  
**Infinite Ammo All Guns**  
80073B862400  
**Have All Keycards**  
800CE2840101  
800CE2860101  
**Infinite Continues**  
D00B32AC2D24  
800CDC3C0009  
**Start Game In Cheat Mode**  
800CB72C0002  
**Hyper Mode**  
800CBF5E0001  
**Invincible After First Knockdown**  
8006E89A2400

### Konami Arcade Classics

**Super Cobra Infinite Fuel P1**  
800F3BECEC00  
**Super Cobra Infinite Lives P1**  
800F3BF00003  
**Road Fighter P1 Starts with 99 Cars Passed**  
800EB9A0063  
**Gyruss Infinite Lives P1**  
800F50E82403  
800F51082403

## No Fear Down Hill Mountainbike Racing



**Time is 0:00:00**  
8001CC622400  
**Unlock All Difficulties, Levels, & Videos**  
300D16160002  
**Unlock All Character**  
300D16170007  
**Unlock Trick Trail**  
300D161D0001  
**Unlock All Tires Upgrades**  
300D162B0003  
**Unlock All Gear Ratio Upgrades**  
300D162C0003  
**Unlock All Brake Upgrades**  
300D162D0003  
**Unlock All Front Suspension Upgrades**

300D162E0002  
**Unlock All Rear Suspension Upgrades**  
300D162F0003  
**Unlock All Frame Upgrades**  
300D16300003  
**Unlock All Wheel Upgrades**  
300D16310003  
**Unlock All Bike Upgrades**  
500007010000  
300D162B0003  
**Infinite Energy**  
8007D0D62400  
**Max Trick Points**  
800CC6C8FFFF  
**Stop Trick Timer**  
8001CCCA2400

**Time Pilot Infinite Lives P1**  
800F67E80103  
**Time Pilot Infinite Lives P1**  
800F67F80103  
**Circus Charlie Infinite Lives P1**  
800EDCE80003  
**Shao Lin's Road Infinite Lives P1**  
800EE5600003  
**Roc "n Rope Infinite Lives P1**  
800F0BA80002  
**Yie Ar Kung-Fu Infinite Lives P1**  
800F0F180208  
800F0F480208  
**Scramble Infinite Lives P1**  
800EFBF00002  
**Scramble Infinite Fuel**  
800EFBECF500  
**Pooyan Infinite Lives P1**  
800F43F00503

### Mission Impossible

**Infinite Health**  
8008FE0400FF  
**Infinite Ammo All Weapons**  
800454AA2400

**Unlock All Missions**  
8008fa8c00ff  
8008FB10FFFF  
**Enable Super Jump**  
8008FC140001  
**Enable Slow Motion Mode**  
8008E9D0FFFD  
8008E9D2FFFF  
**Enable Turbo Mode**  
8008FADC0001  
**Enable Stupid AI Mode**  
8008FADC0001

### Shadow Tower

**Infinite Duration of Items**  
8003D2622400  
**Max HP**  
80198F282AED  
**Infinite HP**  
80198F2A2AED  
**Max MP**  
80198F2C2AED  
**Infinite MP**  
80198F2E2AED  
**Infinite SP**  
80198F302AED

## GameShark For Dreamcast

Every generation has its legends and heroes

I think we all know what the GameShark does for PlayStation, Nintendo 64 and Game Boy gamers – now it's time to look toward the future, with the next generation of GameSharks for the next generation of consoles. The same "Beat all ass and stop for no one" rules apply here, so there's no need to go over how the GameShark makes you the baddest motherfucker in every damn Dreamcast game you touch. By the way, that's the scenario here.

Physically speaking, the Dreamcast GameShark is very much like the PlayStation GameShark CDX, wherein it involves a cartridge (which plugs into the memory card port) and a CD (which is the operating system and pre-programmed code log). You can easily add new codes through the menus – new codes are stored on the cartridge part of the GameShark, since the Dream-

cast doesn't have the ability to write to CDs. Selecting codes is easier than making Kool Aid with the intuitive menu setup.

Beyond infinite health and lives, GameShark is set to give you the upper hand and make your games a little more interesting. We're just about to the bottom line of this little article, so let's get to the bottom line – GameShark for Dreamcast will open new possibilities, secrets and options in your games, while still giving you the option to crap on anything that tries to harm you.

Again, we present you with some new codes for PlayStation, Game Boy and Nintendo 64 GameShark – Dreamcast codes will be coming very soon. For a lot more codes, strategy, reviews, news and a damn fine hardcore-gaming site, pop over to gameshark.com.



## Nintendo 64

**Armories: Project Swarm**

**Enable Code (must be on)**

F10931781000

**Infinite Health/Ammo + All**

**Weapons**

811159360007

**Infinite Health/Ammo + All**

**Weapons**

811159320007

**Brunswick Circuit**

**Pro Bowling**

**Headless Bowler**

8007DB770005



**Destruction Derby 64**

**Have All Difficulty Levels**

81097A160003

**Baja Buggy**

80097A180001

**Low Rider**

80097A190001

**Woody Wagon**

80097A1A0001

**Pickup**

80097A1B0001

**Taxi Cab**

80097A1C0001

**Blue Demon**

80097A1D0001

**Rag Top**

80097A1E0001

**Hot Rod**

80097A1F0001

**Ambulance**

80097A200001



**Watchback**

80097A210001

**Street Rocket**

80097A220001

**Police Car**

80097A230001

**All Cars and Tracks**

500006020000

81097A18101

**Metro Challenge Track**

80095CCC0001

**Seascape Track**

80095CCD0001

**Bayou Run Track**

80095CCE0001

**Terminal Impact Track**

80095CCF0001

**Destruction Junction Track**

80095CD00001

**Sunset Canyon Track**

80095CD10001

**Alpine Ridge Track**

80095CD20001

**Midnite Rumble Track**

80095CD30001

**All Tracks**

500004020000

81095CCC0101

**Goemon's Great Adventure**

**Infinite Coins P1 (after 1st boss)**

8119ADEE03E7

**Infinite Gold P1**

8108828603E7

**Infinite Health P1**

800882840003

**Infinite Lives P1**

800882830003

**Open All Levels**

50002D020000

810882AA0303

**Infinite Gold P2**

8108829003E7

**Infinite Lives P2**

8008828D0003

**Infinite Health P2**

8008828E0003

**Namco Museum 64**

**Enable Code (must be on)**

F1091F941000

**Pac Man Infinite Credits**

800A88170063

**Pac Man Infinite Lives P1**

800BBE230004

**Pac Man Infinite Lives P2**

800BBE270004

**Pac Man Eat All Ghosts All The Time**

810A87600000

810A87620000

810A878C0000

810A878E0000

810A87B80000

810A87BA0000

810A87E40000

810A87E60000

**Ms. Pac Man Infinite Credits**

800BBE480063

**Ms. Pac Man Infinite Lives P1**

800BBE230004

**Ms. Pac Man Infinite Lives P2**

800BBE270004

**Ms. Pac Man Eat All Ghosts All The Time**

810BC1000000

810BC1020000

810BC12C0000

810BC12E0000

810BC1580000

810BC15A0000

810BC1840000

810BC1860000

**Galaga Infinite Credits**

800D76A40063

**Galaga Infinite Lives (both players)**

800D75100002

**Galaxian Infinite Credits**

800CD3D00063

**Galaxian Infinite Lives**

800CD3AD0003

**Pole Position Infinite Time**

810A2430063

**Dig-Dug Infinite Credits**

800FE67E0063

**Dig-Dug Infinite Lives P1**

800FE7090002

**Dig-Dug Infinite Lives P2**

800FE76B0004

**NBA Courtside 2**

**Away Team Infinite Turbo**

8111531E00FF

811159C200FF

8111606600FF

8111670A00FF

81116DAE00FF

**Home Team Infinite Turbo**

8111745200FF

81117AF600FF

8111819A00FF

8111883E00FF

81118EE200FF

**No Shot Clock**

8111317602D0

**Nuclear Strike**

**Infinite Lives**

800A5DF00009

**Play Mission 1**

800A5DF10000

**Play Mission 2**

800A5DF10001

**Play Mission 3**

800A5DF10002

**Play Mission 4**

800A5DF10003

**Play Mission 5**

800A5DF10004

**Play Mission 6**

800A5DF10005

**Road Rash 64**

**Infinite Cash**

800D6A7A00FF

**Always Place 1st P1**

810D78560000

**Infinite Strength Bike P1**

811B8A3842F0

811B8A3C42F0

**Infinite Health P1**

811BF104489

811BF128000

**Infinite Strength Bike P2**

811B92A042F0

811B92A442F0

**Infinite Health P2**

811C04004489

811C04028000

**Have All Tracks**

810A77D60001

**Scooter Mode**



810A77D40001

**Cop Mode**

810A77D80001

**Debug Info On Screen**

810A77C80001

**Start with Club**

810A77DA0001

**Roadsters**

**Enable Code**

EE0000000000

**Infinite Cash**

800B8BF50010

**Quick Win**

DOOC20010001

800C20010005

800C20030005

DOOC20030001

**Max Money**

810B8BF47FFF

810B8BF6FFFF

**Enable Trophies Cheat**

800BF8410010

**Enable Big Wheels Cheat**



800BF8410040

**Enable Big Wheels and Trophies**

800BF8410050

**Enable Skywalker Cheat**

800BF8410080

**Enable Skywalker and Trophies**

800BF8410090

**Enable Car Radio Cheat**

800BF8400001

**Enable Chopper Cheat**

800BF8400002

**Enable Chopper and Car Radio**

800BF8400003

**Enable Anyway and Extra Reso-**

**lution**

800BF8400000



## Dead Or Alive



From those naughty boys over at gameshark.com comes a code that everyone's had on their mind but was too embarrassed to ask for. Yeah right, but it's here - so whip off that skirt and start high-kicking in *Dead Or Alive*. And for those with slightly warped taste, we've included the under-supported Grandma Mode...just in case you thought they weren't natural.

**Grandma Mode**

800F7FE00118

**No Skirt Mode**

800F4ED00000

**Infinite Health P1**

80093C3000A0

**Infinite Health P2**

80093C8800A0

**Low Health P1**

80093C300001

**Low Health P2**

80093C880001

**Enable Extra Config Menu**

80092CDA7F40

**Extra Voices**

80092F900001

80092F920001

80092F940001

80092F960001

80092F980001

80092F9A0001

80092F9C0001

80092F9E0001





# Motion Slickness

Today's video games are using all kinds of cool effects to coax you into extra gaming time. Here's the flashiest of them all, the motion blur.



And now, for this month's column we take a Mr. Wizard moment. Here's a trick taught to kids: Place a pen loosely between your thumb and index finger. Now,

shake your hand so that the pen flops back and forth. Do it fast enough and you'll see it blur before your eyes. Whether you did that, tried watching the spokes on a bicycle, or looked beyond a picket fence you drove past, you've seen optical illusions your whole life. Now, we've got a name for it – motion blur.

In essence, if something is moving very quickly, it appears to leave a slight trail behind it. The illusion to the naked eye is that it becomes almost transparent.

## DEFINED

### Motion Blur

/Mo-Shan Blur/  
The illusion in rapid motion when an object seemingly leaves a trail behind it.

Now reality is all well and good, but how would this pertain to gaming? A recent move in gaming was to further enhance the illusion of speed and movement by adding this sort of blurring effect to objects. That blurring can give the appearance of more speed than a hyperactive kid

bat. At times, you feel more like a Saturday afternoon Kung-Fu Theater episode or *Enter the Dragon*.

Basically, what happens is that a large number of polygons are still being drawn onscreen, but with a transparent texture. That gossamer trail lags behind an object's movement by a second – just long enough to fool you into thinking that it's moving even faster. Oh, those sneaky programmers. The newest PC video cards are promising to give you the same effects. But which would you rather do: Buy a \$300 PlayStation2 or a \$2000 PC? We thought so.

Because of the costs and demands of system performance, effects like motion blurring have to be put on hold until technology can catch up (or the programmers find new tricks to get more juice out of the current consoles). If there is any reoccurring theme with all the technologies we talk about is the constant trade off between showing too much motion and still maintaining good speed for the game in general. As we've said before: The more you show, the slower you go.

- Darren Gladstone



**BLADE BLUR** Who'd have thought polygons drawn with a transparent texture could look so cool?

that just finished off two boxes of Captain Crunch and did a line of Pixie Stix.

This isn't an easy effect to program, though. It eats up a good deal of system performance. In fact, we've only seen it in a handful of games like *Gran Turismo*, *Ridge Racer 4*, and *Soul Calibur*. *Soul Calibur* is probably the most dynamic example of motion blur as the game tries to capture the fluidity of martial arts com-

## Reality Check

A game like *Ridge Racer Type 4* on the PlayStation gives a blurring effect off the end of cars; in *Soul Calibur*, your fighters leave colorful trails. But how about some more epic examples? Go see a movie and you'll see these effects all the time. Here are a couple examples that sprung to mind....



**THE MATRIX: KUNG FU**  
**QUICK SILVER** Its easy to keep going back to *The Matrix* for the story, but the technical brilliance of the special effects makes you feel more like you're watching a live-action video game. In this film, the Wachowski brothers executed the perfect tribute to kung-fu flicks and anime.

**In *The Matrix*:** Notice the hands – or what you can see of them – as Keanu and Lawrence start trying to bitch-slap each other at high speeds. Done by speeding up the frames in the sequence and adding motion blurred lines, you suddenly think that these guys are wired on a lethal cocktail of Jolt Cola, Milk Duds, and Twinkies when all they're taking is Perrier between takes.



**EVIL DEAD: ARROW**  
**KEEPING IT CAMPY** If you've seen *Xena: Warrior Princess*, *Hercules*, *Darkman*, or any of the *Evil Dead* films, you'll know that director Sam Raimi has always loved using this kinetic camera work that gives the illusion of exaggerated motion. His works always have that campy feel of comic books, and Raimi pulls it off by using unique camera angles and amplified movements to convey speed. His trick is to focus solely on an object in motion as the world around that object blurs out of existence.

**In *Xena: Warrior Princess*:** When our heroine throws her bladed Frisbee-'O'-Doom (or whatever the hell it's called) the camera zooms in for a weapon's eye view of the world. In the example here, King Arthur shoots an arrow in the *Army of Darkness*. See how the world in the background is blurring out of existence as the arrow sails towards its target?





**Video Gaming**

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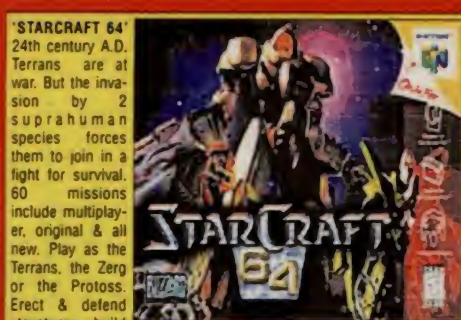
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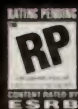


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